The Strategic Review

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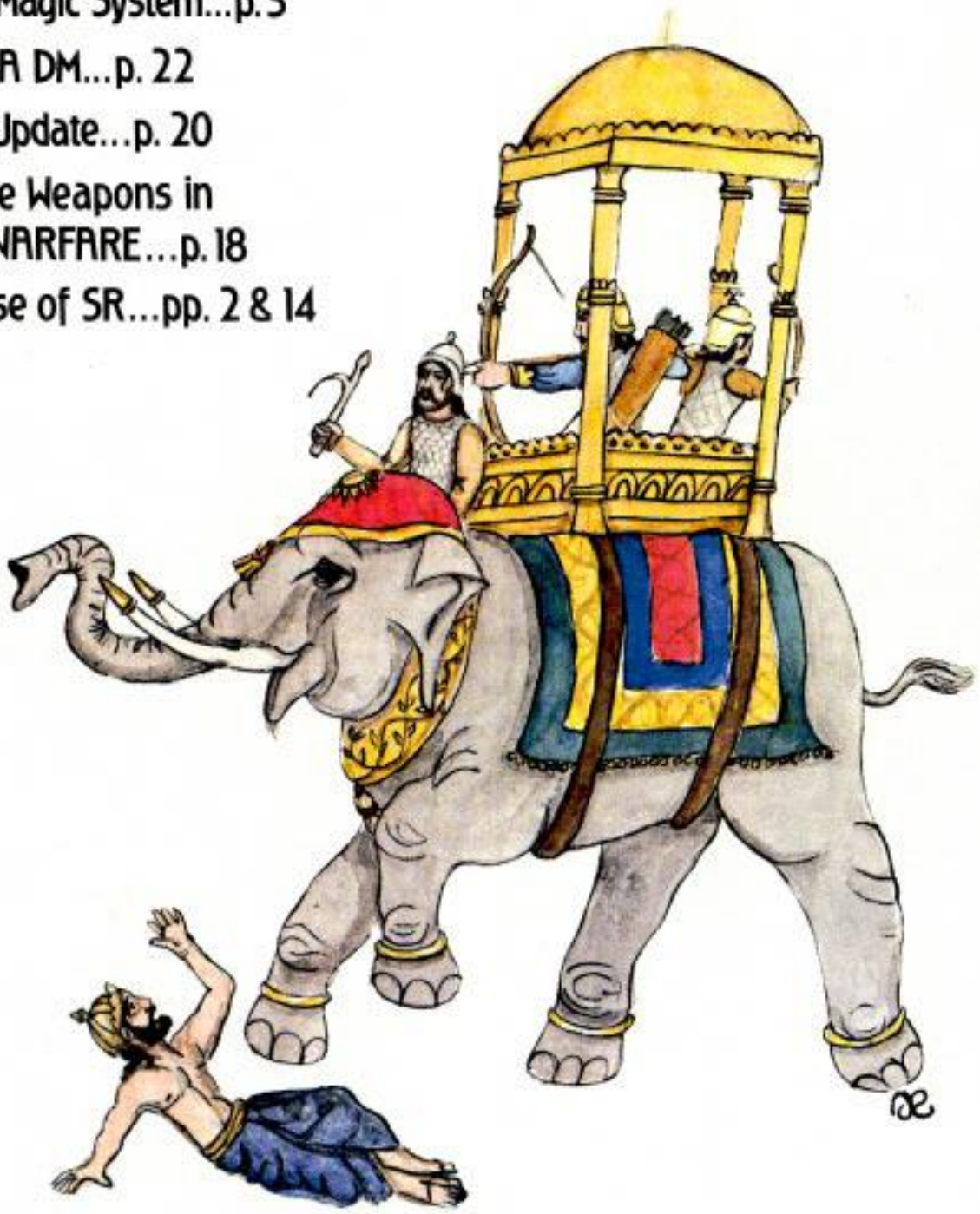

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This issue, this column will contain both an obituary and two birth announcements. It also contains all the assorted gobbleygook that normally floats to the top . . .

This is the LAST ISSUE OF **STRATEGIC REVIEW.** But harken well, BETTER THINGS ARE IN THE OFFING!! The **Strategic Review** will not be forgotten; much of it will live on, in the pages of **THE DRAGON.** *(Fanfare and drum-roll.)*

For some time now, we have felt that our title was somewhat misleading, particularly so since we have drifted deeper and deeper into fantasy and science fiction, not to mention swords & sorcery. The drift occurred as a result of what YOU, the readership, have indicated to us that you wanted. We were turned down by the Post Awful on our application for Second Class mailing privileges because **SR** had too high a content ratio of our material; articles about our games, etc. We had become a dyed-in-the-wool house organ. We decided to leave the house-organ field to the rest of the pack, and fulfill a crying need of the hobby: a good, well produced objective and visually stimulating magazine devoted to gaming in Fantasy, Swords & Sorcery, Science Fiction and role-playing games. This put us in a bind, though, because it means we have to exclude a lot of good stuff, and neglect a good deal of the wargaming field, which does not deserve to be neglected. Therefore, the following decisions have been made.

First, we have formed another division of TSR Hobbies, Inc.: TSR Periodicals.

Second, TSR Periodicals will produce TWO magazines; one devoted to S&S, Fantasy, Sci-Fi and roleplaying games, and the other to deal with the established types and periods of wargaming. Both will be featuring some of the finest writers around.

THE DRAGON will be our magazine of fantasy, s & s, sci-fi, and roleplaying games, including ***DIPLOMACY.*** (It will feature a PBM game played by some of the best players in the country, refereed by Len Lakofka.) Boardgames will not be neglected, and will get regular coverage. Miniatures will also be a feature. The criteria is not the means, but rather the subject matter

We are doubling the size, to a whopping 32 pages. To go along with the renovation, we will be using lots of color. **THE DRAGON** will contain the familiar ***MAPPING THE DUNGEONS,*** and the DM listings, as well as ***WARGAMING NEWS, CREATURE FEATURES, MIGHTY MAGIC MISCELLANY,*** and the column you are now reading.

The first **DRAGON,** due in June, will feature an exclusive Fafhrd story by Fritz Leiber, an article by M.A.R. Barker, a piece by Larry Smith as well as ***The Khitan Armies,*** by Scott Bizar, and the first installment of a fantasy novel by Gary Gygax, to be serialized exclusively in its pages.

LITTLE WARS, the second magazine, will be a magazine for miniatures enthusiasts, but will not neglect boardgames either. It will have battle reports, game analyses, book and game reviews, figure reviews, as well as weapons data, uniform information, OB's and 'zine reviews. It will cover every environment and period playable: Napoleonics; WW II, Ancients, Thirty Years War, ECW, ACW, Naval of all periods, Air, Hundred Years War, WW I, Medievals. American Revolution and all the rest, irregardless of whether boardgame, miniature or anything else.

LITTLE WARS will be the same size as **THE DRAGON** and just as colorful. Both **LITTLE WARS** and **THE DRAGON** will be published bi-monthly, on alternate months. The first **LITTLE WARS** will contain an objective, truthful and unbiased "History of Wargaming." (In contrast to a couple of less than honest or truthful versions recently published by others.) It will also feature a major article on the Viking Expansion, as well as other pieces by the best in the hobby.

These changes have necessitated a price increase to $1.50 per issue, with a six issue sub costing $9.00. All subs will be mailed First Class, which means no more waiting on the whims of the Post Office. Dollar for dollar, you will get the same amount of material for your money; double size for double price. The advantage is that you will have a much improved publication, with color and better graphics. STRATEGIST'S CLUB news will be inserted on a separate sheet, along with the coupon, for the benefit of the people already having subs. However, please note that we intend to do away with the coupon concept, as we are aiming for a lot of over-the-counter sales. When the coupon has been eliminated, we will send SC news to the members under separate cover.

This leaves us with one item; current subs. After much discussion, and not a few die rolls, we think we have hit upon a fair and equitable solution. As of Feb. 25, we have refused any multi year renewals or subs. As of April 1, we will refuse all renewals and subs to **SR,** and only accept **DRAGON** or **LITTLE WARS** subs, at the new rate. All existing **SR** subs will be converted to **DRAGON** subs at a 3/2 ratio. That is, for every three SR's left, we will send two **DRAGON's.** For the money spent on a **SR** sub, you will get much more via **THE DRAGON.** The old price for **SR** entitled you to six, sixteen page 'zines, for a total of 96 pages. This way, 48 pages of **SR** (three issues) gets 64 pages of **THE DRAGON,** 96 gets 128, and so on. If you wish to convert your sub to **LITTLE WARS** instead, please write us to that effect. Subs with less than three issues left will receive **THE DRAGON** #1 only.

TSR Hobbies, Inc. has added yet another member to the staff; David Megarry, designer of ***DUNGEON!.*** Dave is no stranger to the field; some years back, he was part of UTR Production, creators of ***GUERRILLA WAR.*** Originally from St. Paul, he came to us via Boston, More biographical data will be forthcoming in an upcoming issue of **THE DRAGON.**

Mike Carr, designer of ***FIGHT IN THE SKIES,*** is due to join TSR in April. Best known for ***FITS,*** Mike formed the ***FITS Society,*** and publishes their 'zine, ***AERODROME.*** More background on Mike will accompany the data on Dave.

Work proceeds apace on ***LITTLE BIG HORN,*** watch for it. It will be a realistic, yet fun and fast playing boardgame simulation of George Armstrong Custer's last campaign. If played well by the Cavalry, it might not be his last.

Also coming along well is Fritz Leiber's and Harry Fischer's ***LANKHMAR.*** The map promises to be another beautiful eye-catcher, *ala* EPT. Watch for it around.

MINI-FIG and THE OLD GUARD are hard at work, on our *D & D* and *EPT* figure lines, respectively. No release dates have been set yet, but you can be sure that we'll let you know when they are. We can promise that they will be of the highest quality, made to order for the growing field of fantasy miniatures buffs.

WE GOOFED! We erroneously priced *Gladiator* at $6.00; it should be $4.00. Mea Culpa . . .

Dave Sutherland will be joining us as staff artist in April. Readers of **SR** and owners of *D & D* and the supplements should be familiar with the fine quality of his work, and his will be a welcome addition to our staff. Dave is yet another Twin Cities refugee, to add to our growing total of them. By the time he and Carr join, fully half of our people will be Twin Cities expatriates, three of which are named Dave. I wonder if we are seeing the beginning of a trend . . .?

The Dungeon is open for business, tho' we won't have our Grand Opening, until April, because we seem to have a problem in receiving the inventory we ordered. When the inventory is complete, it will be the most complete line of' wargaming goodies in the Midwest. Y'all stop by, hear?

Music is capable of setting the mood for any endeavor, and playing *D & D* is no exception. If the music is good enough, it can add immeasurably to the expedition/adventure, and sometimes helps keep rowdy parties quieter and more manageable. Rick Wakeman has two albums that are particularly noteworthy in that respect; they also treat the listener to some good fantasy in their own right. The two I refer to are "Journey to the Center of the Earth" and "Myths and Legends Surrounding King Arthur and the Knights of the Round Table." Another of his that is suitable is "The Six Wives of Henry VIII." Another artist is

(cont. on p. 7, col. 2)

The Dungeons & Dragons Magic System

by Gary Gygax

Because there are many legendary and authored systems of magic, many questions about the system of magic used in *D* & *D* are continually raised. Magic in ***CHAINMAIL*** was fairly brief, and because it was limited to the concept of table top miniatures battles, there was no problem in devising and handling this new and very potent factor in the game. The same cannot be said of D & D. While miniatures battles on the table top were conceived as a part of the overall game system, the major factor was always envisioned as the underworld adventure, while the wilderness trek assumed a secondary role, various other aspects took a third place, and only then were miniatures battles considered. So a somewhat different concept of magic had to be devised to employ with the *D* & *D* campaign in order to make it all work.

The four cardinal types of magic are those systems which require long conjuration with much paraphernalia as an adjunct (as used by Shakespeare in *MACBETH* or as typically written about by Robert E. Howard in his "Conan" yarns), the relatively short spoken spell (as in Finnish mythology or as found in the superb fantasy of Jack Vance), ultra-powerful (if not always correct) magic (typical of deCamp & Pratt in their classic "Harold Shea" stories), and the generally weak and relatively ineffectual magic (as found in J.R.R. Tolkien's work). Now the use of magic in the game was one of the most appealing aspects, and given the game system it was fairly obvious that its employment could not be on the complicated and time consuming plane, any more than it could be made as a rather weak and ineffectual adjunct to swordplay if magic-users were to become a class of player-character.

The basic assumption, then, was that *D* & *D* magic worked on a "Vancian" system and if used correctly would be a highly powerful and effective force. There are also four basic parts to magic: The verbal or uttered spell, the somatic or physical movement required for the conjuration, the psychic or mental attitude necessary to cast the spell, and the material adjuncts by which the spell, can be completed (to cite an obvious example, water to raise a water elemental). It was assumed that the *D* & *D* spell would be primarily verbal, although in some instances the spell would require some somatic component also (a fire ball being an outstanding example). The psychic *per se* would play little part in the basic magic system, but a corollary, mnemonics, would. The least part of magic would be the material aids required, and most of those considered stored or aided magic, so as to enable its more immediate employment, rather than serving to prolong spell casting time or encumber the player using these aids. Before exploring the whys and wherefores of these decisions, a further word regarding magical results must be said.

Spells do various things, and just what they do is an important consideration, for some order of effect in regard to the game would have to be determined. Magic purports to have these sorts of effects: 1) the alteration of existing substance (including its transposition or dissolution); 2) the creation of new substance; 3) the changing of normal functions of mind and/or body; 4) the addition of new functions to mind and/or body; 5) summon and/or command existing entities; and 6) create new entities. In considering these functions, comparatively weak and strong spells could be devised from any one of the six. Knowing the parameters within which the work was to be done then enabled the creation of the system.

Because the magic-using *D* & *D* player would have to be able to operate competitively with fellow players who relied on other forms of attack during the course of adventures, the already mentioned "Vancian" system was used as a basis, and spells of various sorts were carefully selected. Note, however, that they were selected within the framework of *D* & *D* competition primarily, and some relatively powerful spells were apportioned to lower levels of magic use. Charm Person and Sleep at 1st level are outstanding examples. The effect of some spells was set to reflect the level of the magic-user employing them. Many of the spells were developed for specific use in dungeon expeditions or during wilderness adventures. A few — mostly drawn from ***CHAINMAIL*** — were included with the table top battle in mind. All such spells were assumed to be of such a nature so that no less than three of the four basic components of magic were required in their use. All spells were assumed to have a verbal component. Each and every spell (not found on a scroll or otherwise contained in, or on, some magical device) would be absolutely mnemonic, magic-users would have to memorize the spells they wished to have available, and when a particular spell was recalled and its other parts enacted, then the memory would be gone and the spell no longer available until it was re-memorized (thus the magic-users' spell books!). Most spells were also envisioned as containing a slight somatic and/or material component, whether in the preparation of a small packet of magical or ordinary compounds to be used when the spell was spoken or as various gestures to be made when the enchantment was uttered.

Magic-use was thereby to be powerful enough to enable its followers to compete with any other type of player-character, and yet the use of magic would not be so great as to make those using it overshadow all others.

This was the conception, but in practice it did not work out as planned. Primarily at fault is the game itself which does not carefully explain the reasoning behind the magic system. Also, the various magic items for employment by magic-users tend to make them too powerful in relation to other classes (although the ***GREYHAWK*** supplement took steps to correct this somewhat). The problem is

further compounded by the original misconceptions of how magic worked in D & D — misconceptions held by many players. The principal error here is that the one 1st level spell allowable to a 1st level magic-user could be used endlessly (or perhaps at frequent intervals) without the magic-user having to spend time and effort re-memorizing and preparing again after the single usage. Many players also originally thought scrolls containing spells could be reused as often as desired. Finally, many dungeonmasters geared their campaigns to the level of TV give-away shows, with gold pouring into players' purses like water and magical rewards strapped to the backs of lowly rats. This latter allowed their players to progress far too rapidly and go far beyond the bounds of *D* & *D's* competition scope — magic-users, fighters, clerics and all.

To further compound the difficulties, many dungeon-masters and players, upon learning of the more restrictive intent of the rules, balked. They enjoyed the comic book characters, incredible spells, and stratospheric levels of their way of playing. Well and good. *D* & *D* is, if nothing else, a free-form game system, and it was designed with great variation between campaigns to be allowed for — nay, encouraged! Of course, there are some variations which are so far removed from the original framework as to be totally irreconcilable with *D & D;* these have become games of other sorts and not a concern of this article. On the other hand there are many campaigns which were scrapped and begun afresh after their dungeon-masters consulted us or after they read other articles pertaining to the play of *D & D* as conceived by its authors — just as there will probably be some dungeon-masters ready to try again after reading this far. It is for all of these referees and their players, as well as those who have played the game pretty much as was desired but were never quite positive that you were actually doing so, that the foregoing was written.

The logic behind it all was drawn from game balance as much as from anything else. Fighters have their strength, weapons, and armor to aid them in their competition. Magic-users must rely upon their spells, as they have virtually no weaponry or armor to protect them. Clerics combine some of the advantages of

the other two classes. The new class, thieves, have the basic advantage of stealthful actions with some additions in order for them to successfully operate on a plane with other character types. If magic is unrestrained in the campaign, *D & D* quickly degenerates into a weird wizard show where players get bored quickly, or the referee is forced to change the game into a new framework which will accommodate what he has created by way of player-characters. It is the opinion of this writer that the most desirable game is one in which the various character types are able to compete with each other as relative equals, for that will maintain freshness in the campaign (providing that advancement is slow and there is always some new goal to strive for).

This brings up the subject of new spells. The basic system allows for the players to create new spells for themselves at the option of the referee. It is certain that new spells will be added to the game system as the need arises, particularly with regard to new classes or sub-classes of characters or simply to fill in some needed gap. The creation of an endless number of more powerful spells is not desirable in the existing game system, and there is no intention of publishing 10th or higher level spells. As was said in a previous article, if character level progression is geared to the game system, it should take years for any magic-user to attain a level where the use of 9th level spells is possible!

As a last word regarding this subject, this *D & D* magic system explanation also serves another purpose. There should now be no doubt in dungeonmasters' minds with regard to the effect of a silence spell on a magic-user, or what will happen to the poor wizard caught in a mess of webs. They will know that a magic mouth is basically useless as a spell caster — with the exception of those spells which are based only on the verbal component of the spell. When an enterprising player tries a wizard lock on somebody's or something's mouth he will not be prone to stretch the guidelines and allow it. Magic is great. Magic is powerful. But it should be kept great and powerful in relation to its game environment. That means all the magic-users who have been coasting along with special dispensations from the dungeonmaster may soon have to get out there and root with the rest of the players or lie down and die.

GenCon Update

Plans are proceeding apace for the Premier Wargaming Event of '76. We are currently lining up all the judges that we'll need for all the tournaments. We will have complete listings of that in the next issue. In the meantime, a peek at a couple of new items.

Bob Blake, Rt. 1 Box 47, Valparaiso, IN 46383, needs DM's to help run a mammoth *D & D* tournament, that will span all three days of the con. The end result, after three days of dungeoneering, with the same characters, will be a champion Mage, Fighter, Cleric, Elf and Dwarf. Each participant will run a predetermined character, and all participants will be judged on performance, with eliminations. Sounds really interesting to hear Bob tell it. Get the full lowdown from him if you are interested in being a DM.

We have another *D & D* variation we will try: TEAM *D & D!* What will happen is this; Teams of players will be formed. They can all be from one club or group, which is what we encourage, or they can just be a bunch of friends, or, if all else fails, they can be pick-up teams composed on the spot, by draw, or whatever. When the team enters the tourney, they will be paired at random against another team. One team will be designated as the Intruder, the other as the Thwarter. It is the job of the Intruder to enter the area in question, and fulfill some mission, or retrieve some object, or carry off some treasure, or some such task. It is incumbent upon the Thwarter to foil the Intruder. The referees will determine the relative effectiveness of each group, and the team that did the best will move on to the next round of eliminations. Eventually, only two teams will be left, and in the end, one.

We're expecting more dealers than last year. So far. Custom-Cast, MiniFig, Heritage, McEwan, CinC, SPI, Lou Zocchi, Ral-Partha & Taurus, LTD. have all said they are coming. AH says maybe. Hippocrene might be there, and a number of others are still unconfirmed but probable.

For people that pre-register, we are preparing a guide for motels, food, transportation and the like. It has been decided that we will not pre-register for tournaments, as last year saw a number of mixups and upset gamers. We will register for all the tournaments one hour before they are to be conducted. That will undoubtedly eliminate the high number of "no-shows" that we had last year. This year's tournaments will be timed better, due in part to the fact that we will be better equipped to handle all the necessary coordination that entails.

Movies! Jeff Perren has three new (for GenCon) flicks which he might bring. They are *THE THREE MUSKETEERS* (new version), *ROBIN HOOD* (Errol Flynn!)' and *HENRY V.* These are excellent films, and, better still, Jeff says that he may acquire one or more others before August. How would you like to see *THE VIKINGS?!*

Len Lakofka has planned an interesting fantasy miniatures event. Players will be assigned to opposing sides (rather like teams), and in this fashion about 64 participants will be involved in the first eight matches. The winning sides will then compete Saturday, these four teams coming down to a two-team final on Sunday. Len plans to use his adaptation of *CHAINMAIL/D & D,* so the complete rules will appear in the first issue of **THE DRAGON.**

Next issue will contain the complete information package, so stay tuned . .

Editorial

Our editorial in **SR** #5 seems to have stirred up a veritable hornet's nest, and also caused the true colors of a few in this business to shine out. We believe it is time to take the matter to the only arbitration that counts: that of the gaming public.

Avalon Hill, in the person of Donald Greenwood, New Products Manager, has replied. In replying, AH has made more than a few rather curious statements and assertations. We feel that our reply is best given to the public, so that we might go on record. Let us proceed apace.

Mr. Greenwood says, "While I can see why your people might be angered at a newcomer con claiming first national status — the fact remains that it was just that. Never before has a con received complete (sic) hobby and manufacturer support. Including GenCon — because most years AH & SPI weren't there to name just a few."

In another letter, he continues: "You can say what you want about the unfairness of AH and/or SPI calling the tunes, but the plain facts of the matter are that these two companies control the lion's share of the market, and any 'national' con without their support is simply kidding itself or national by right of forfeit only."

Well, what we'd like to say is this: Since when does the mere presence of either of these two companies' representatives bestow legitimacy? Are we to believe them to be from Olympus? Is their stationery bordered in Imperial Purple? Do they think they reside at 1600 Pennsylvania Ave? Really, gentlefolk, do your pens write on stone tablets? Wargaming is no longer the exclusive domain of one or two companies that it once was.

SPI came to an earlier GenCon; does that mean that THAT GenCon was a national con, but not the ones when they didn't grace us with their august presence?

Mr. Greenwood goes on in another letter . . . "A quick note to keep you informed of the convention picture-national-as we see it. I've talked to Howard Barasch and SPI/AH have agreed to recognize ORIGINS as the national con. Next year it will be held in NYC under SPI's auspices."

Halleluja! Another decree from on high! And this for a con that nearly excluded miniatures! Like it or not, miniatures hold a large place in this market. AH's *TOBRUK* shows that they know this, they just didn't get it quite right. SPI's *TANK* is further proof that miniatures have a strong influence on the field, as further evidenced by the proliferation of tactical and one-to-one scale games.

We have been accused of excluding, or not featuring heavily enough, boardgaming at past GenCons. The truth of it is that GenCon supplied what the con-goer wanted. Recent GenCons have featured more and more boardgaming, as the desire grew. AH was invited early on to come to the early GenCons, and have their shot at seeing that the overbalance never occurred, but didn't deign to bother. Their loss. . .

AH and SPI maintain that it is in the interests of the hobby to have only one con, that will be supported by all. Funny that they should think so while thay have ORIGINS under their thumb.

We have been accused of being a regional con. This simply isn't so. GenCon has always been advertised nationally, and entertained gamers from all over the country. It has stayed in Geneva for a number of valid reasons. For one thing, it was started by a bunch of gamers in the area, and took off in popularity. Another is that it is centrally located in respect to the rest of the country. It is equally accessible from both east and west. To claim that a con that has as yet only been held in the east, and is scheduled yet again for 77 in the east, truly serves the national gaming public is preposterous. The West Coast is completely ignored in assessing accessibility.

It is a well known fact that a lack of competition breeds stagnation. A gamer shouldn't go to a con because it's the ONLY con, but because it's the best con. Competition improves the breed, as evidenced by the marked improvement in gaming in the past 4 or 5 years. The game player can now pick and choose amongst many titles.

Only one con is not enough exposure if we wish the hobby to reach its full potential. The more interest we are capable of generating, the better our chances for growth.

We find it curious that the Eastern Establishment should all of a sudden take such an interest in cons. For years they studiously ignored them, brushing them off as the province of clubs or miniatures players. For a number of years, GenCon was the only advertised con of any size, anywhere, for the hobbyist. Now AH and SPI want to step in and dictate how the hobby will behave. There was a GenCon long before TSR. Could it be that the Eastern Establishment saw the possible profit, and so usurped ORIGINS? And now wishes to dictate to the rest?

We are most pleased that ORIGINS was created, regardless of the reasons, whatever they may be. It is GOOD for the hobby, in our opinion. What is bad for the hobby is the idea, that two companies decide to dictate to the rest.

The sun may rise in the East, but it travels across the Midwest, and sets in The West. NOBODY can change that, or gull many into thinking it . . .

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THE FASTEST GUNS THAT NEVER LIVED

By Brian Blume, Gary Gygax and Tim Kask

The movies and television have given us some of the greatest gunslingers of all time. Their abilities are far beyond those of any gunfighter that really lived, or so it seems if you watch the old shows.

A few of those old heroes are presented here for the benefit of those who would like to see for themselves what they could do. The ratings are given in terms of TSR's BOOT HILL rules for gunfights with miniatures and show the basic abilities of twelve men plus their special abilities. We are sorry if we left out one of your favorites, but space prevents the inclusion of more names. We strongly advise against using any of these characters in a campaign, but some very interesting scenarios can be devised using these characters.

The Lone Ranger and Tonto — The Lone Ranger is probably the premier hero of the western sagas; going back into the days of radio adventures. Together with Tonto, his faithful Indian companion, they were a match for any bad man.

The Rifleman — Chuck Conners played the Rifleman on TV in the early 60's. Deduct 20 from his chance to hit when he uses any weapon but a rifle.

Clint Eastwood — In his various western movies, especially the "Dollars" series, where he played the "man-with-no-name", Clint Eastwood played one of the finest gunfighters ever seen. He has a gambler rating of 12.

Yancy Derringer and Pahoo — Another of the TV westerns, Yancy Derringer and his Indian sidekick were a tough pair. Yancy has gambler rating of 14.

Johnny Yuma — Nick Adams played Johnny Yuma on "The Rebel", a TV series in the early 60's.

Matt Dillon — James Arness played Matt Dillon, the marshall, on "Gunsmoke", a TV series which is still being seen in some areas.

John Wayne — In the many movies John Wayne has appeared in, most have been westerns, dating all the way back to the days of the "Three Mesquiteers". This represents a composite of his various roles.

Paladin — Played by Richard Boone around 1960, Paladin was the finest example of the paid gunman, his card even read "Have gun, will travel" which was the name of the show.

Josh Randall — Played by Steve McQueen on "Wanted — Dead or Alive", Josh Randall was the perfect bounty hunter. He carried a special handgun which has the effect of a single-action revolver, except that it is "very fast", and has a range that is 2" longer in all categories.

Yul Brynner — These ratings are a composite of his various movies, especially "Catlow" and "The Magnificent Seven".

Hopalong Cassidy — "Hoppy" was one of the early TV heroes in the 50's. He was the two-gunned champion of justice.

	SPEED	GUN ACCURACY	THROWING ACCURACY	BRAVERY	STRENGTH	EXPERIENCE	ABILITIES
The Lone Ranger	92	98	78	98	95	11+	A,E,F,G,H,J
Tonto	80	91	96	89	83	9	
The Rifleman	90	98	51	91	91	11+	C,D,E,F
Clint Eastwood	100	100	96	99	85	11+	A,B,E,H
Yancy Derringer	94	97	70	90	77	11+	B,E
Pahoo	90	84	100	90	95	8	D
Johnny Yuma	91	88	65	90	66	11+	E,F
Matt Dillon	88	95	45	95	99	11+	E,F,G
John Wayne	96	96	60	96	97	11+	A,B,C,E,G,H
Paladin	98	98	80	98	94	11+	A,B,E,H
Josh Randall	91	90	66	91	82	11+	E,F
Yul Brynner	92	95	94	98	92	11+	B,E,H
Hopalong Cassidy	87	86	65	91	79	11+	A,E,F,G,H,J,K

SPECIAL ABILITIES

A — ½ penalty if shooting from horseback.
B — Never surprised.
C — Double the length of medium range when shooting.
D — Shoulder arms are considered as "fast".
E — May "hipshoot" with no penalty.
F — No penalty for giving opponent first move.
G — Treat wounds as one type lower when shot. A "Mortal Wound" result becomes a "Serious Wound", etc.
H — ½ penalty if firing at a moving target.
J — Must use "Sharpshooting" rule, and must fire at "gun arm/hand" only.
K — No penalty for "wrong hand" shooting.

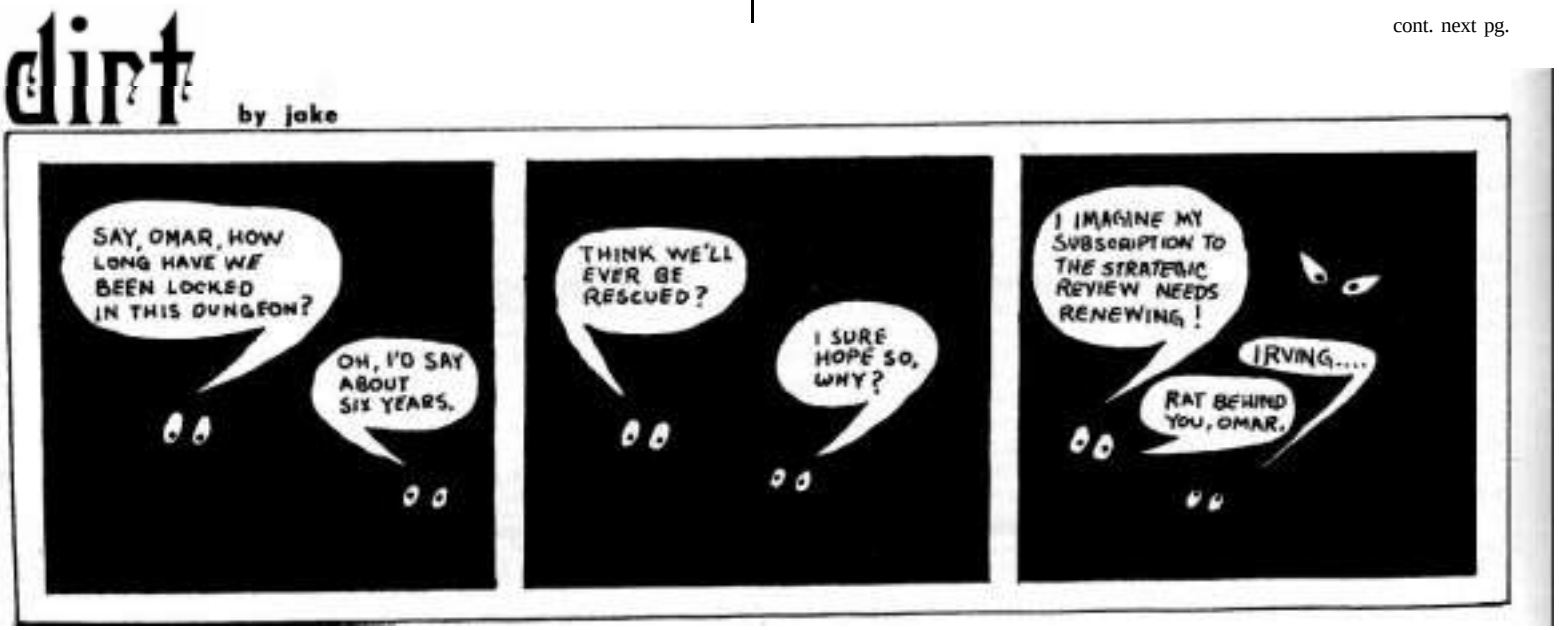
"Cauldron" from p. 2

also worth mention, in that his music is very apropos to dungeoneering. I refer to Bo Hansson, and his two works: "Music Inspired by the Lord of The Rings" and "Magicians Hat".

We're looking forward to meeting some of our Eastern fans at ORIGINS II, in Baltimore on the 23rd, 24th and 25th of July. Though one would never know from their advertising, there will be more *D* & *D* and *EPT* than last year. We'll be there, so the Con won't be a total loss for those gamers that aren't strictly AH or SPI board gamers. We'll be releasing a few surprises at ORIGINS, so don't miss it!

Someone, long, long ago, sent us some material called "Witchcraft Supplement for Dungeons & Dragons." Would that someone please contact us at once? It's 18 pages, stapled together, and appears to have been thermofaxed. Speak now, or forever forsake credit . . .

cont. next pg.


dirt
by jake
SAY, OMAR, HOW LONG HAVE WE BEEN LOCKED IN THIS DUNGEON?
OH, I'D SAY ABOUT SIX YEARS.
THINK WE'LL EVER BE RESCUED?
I SURE HOPE SO, WHY?
I IMAGINE MY SUBSCRIPTION TO THE STRATEGIC REVIEW NEEDS RENEWING!
IRVING....
RAT BEHIND YOU, OMAR.

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We are interested in finding out more about our readers, and would appreciate your help. We will show our appreciation by giving every respondent a $1.00 credit slip, good for catalog sales, or in person at THE DUNGEON (advertised elsewhere in this issue). Please use the form (or a photocopy of it) printed on Pg 15. Make sure tour address label is correct, or if you bought this on the stands, PRINT or type your name and address on the reverse. No forms other than that provided (or a photocopy of it) will be considered eligible for the credit. Mail them to:

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1) Age
2) Sex
3) Education
   1) In JHS 2) In HS 3) 12 yrs. or more 4) In College 5) Degree/Diploma

4) Years played, any type simulation/wargame/face-to-face game.
   1) 0-1 2) 1-2 3) 3-5 4) 6-9 5) 10+

5) I prefer, if given my choice, to play
   1) miniatures; 2) boardgame; 3) paper "Role Playing" game *(D & D, EPT, EnGarde, etc)* 4) No preference 5) depends on subject
6) Favorite Period
   1) Ancient/Medieval; 2) 1500-1750 3) 1751-1950 4) 1951-Present 5) Fantasy, Science Fiction, Swords & Sorcery
7) Favorite Environment
   1) air 2) sea 3) land 4) combination 5) no preference
8) No. of Games Owned
   1) 1-4 2) 5-10 3) 11-18 4) 19-30 5) 30+
9) No. of hours weekly spent on gaming
   1) 0-3 2) 4-7 3) 7-15 4) 16-24 5) 24+
10) Monthly expenditure on gaming/gaming related accessories (dice, paper, paint, etc.)
   1) 0-$10 2) 11-$15 3) 16-$25 4) 26-$50 5) $50+
11) Rate the following in order of preference, on what you'd like most, [5 is high, 1 low.]; consider all to be of equal quality, value, etc.
   _ Fantasy
   _ Ancients
   _ Swords & Sorcery
   _ Sci-Fi
   _ Miniatures Rules
12) Rate the following environments; 5 most desirable, 1 least, considering all other factors to be equal.
   _ Air
   _ Sea
   _ Land
   _ Combination
13) Do you own any miniature figures? If so, how many_____
14) If you answered "yes" to the previous question, what is the major concentration in your collection (fantasy, ancient, medieval, WW II, etc)?
15) What would you most like to see in the way of a game, or set of rules, that is currently unavailable or unacceptable in the form available? In 25 words or less, why do you play wargames/simulations?

"Cauldron" from p. 6

There is an excellent "underground" comic that has made a significant contribution to *S & S* out now. It purports to be 24 issues in length, in its entirety, and may set a new trend in story telling. I refer to ***FIRST KINGDOM,*** by Jack Katz. The first three volumes are now available, and well worth looking for on your stands.

Of course, there are literally dozens of goodies floating in our cauldron, games and rules manuscripts, as well as other projects bubbling in the depths. But as every good cauldron stirrer knows, you just can't hurry some things up: some creations are the products of more attention and preparation than others. Hope you like the menu . . .

MAPPING THE DUNGEONS

There is a new playing aid available that has to be one of the finest accessories on the market. The craftsmanship, design, printing and graphics are superior to a lot of GAMES on the market. It was designed by Pete and Judy Kerestan, and illustrated by Brad Schenck. We are now the exclusive dealers for it, and find it hard to convey objectively, that it's darn good, and we'd say the same if we didn't carry it! We're referring to the ***CHARACTER ARCHAIC.*** It contains character sheets for six mages, three clerics and sixteen fighter-types. While the first sample didn't have any, we have been assured that there will be character sheets for ladies in each. In the fighter-types, there are specimens of all the races. It also contains the WIZARD'S TOMB, a map for solitaire exploitation,a combat reference sheet, for transcribing all the data pertinent to fighting, a sheet for noting creature encounters, and a non-player character roll call. In short, this nicely packaged bit of goods is the answer to the hassles of correlating all your data, characters, etc. The best thing is that it is equally useful for BOTH *EPT* and *D & D!!* For the paltry price, it is a steal . . .

We only have a few new DM's this time. What's wrong with all the rest of you? Bashful?

Earl Baker, 245 Clark, Chillicothe, MO 64601.
Joseph G. Barrett, 515 Willow Dr., Pittsburgh, PA 15243.
Chas. Cady, 5120 N. 42nd Ave., Phoenix, AZ 85019.
Mark Eggert, 3360 S. 80th, Milwaukee, WI 53219.
Bob Fanelli, 230 E. Willow Grove Ave., Phila, PA 19118
Jim Francis, Sprout Brook Rd., Peekskill, NY 10566.
Robert Frantz, 675 E. Street Rd. #302, Warminster, PA 18974.
Ben Grussman, 29 E. 9th St., NYC, NY 10003.
Lance Hefner, 365 Mayflower Ave., #4C, New Rochelle, NY 10801.
Bill Hoyer, 5431 W. Beloit Rd., W. Milwaukee, WI 53214.
James Hymas, 250 Glen Manor Dr. W., Toronto, Ont., M4E2Y1.
Robt. Lipton, Box 1962, Lafayette College, Easton, PA 18042.
Bill Mauzey, 714 W. Thompson, Maryville, MO 64468.
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What Price Gold & Glory?

By Jim Hayes

A thin, cold wind stirred the brittle grass and rattled the branches of a fire-blasted tree beneath which a group of fur-wrapped barbarians were huddled. They had kindled a small fire and were warming fatty strips of meat over the meagre flames. The drippings hissed and spattered on the hot coals, occasionally drawing curses from those who were stung by the hot grease. Their leader, a dark, strongly-built man, sat apart from the men, staring broodingly down the slope of the hill where they rested. A tiny figure, wrapped in a crudely made fur cloak, pressed closer to him and touched his forearm.

"What think you, my brother?" it said in a high, piping voice.

Hagar looked down, a sad, faraway look in the darkness of his eyes. He saw the tiny face and wide pupilless eyes of a wood sprite, and his thoughts turned to a certain moonless night some months before. He had stood in a certain secluded chamber in the Hall of Magicians in Landkhemer, watching a hawk-nosed, shaven-headed Shemite necromancer prepare to evoke a sorcerous spell. The man drew an intricate pattern on the floor, stood within it, and began a melodious chant. Hagar scowled at the memory; he suspected that it was gaudy ritual for superstitious fools. Still, one did not needlessly provoke the powerful, and he had remained silent.

Great beads of sweat stood out on the magician's knotted face, and his voice became a harsh, grating shout. He seemed to writhe in agony, then abruptly dropped to the floor. Two attendants in pale ochre robes silently entered and removed the unconscious Shemite. A bent and aged Khematite wizard, with thin white beard drooping from his wrinkled, yellow cheeks, had then entered, bowed towards Hagar and took his place in the center of the pentagram. He went through the same chants and rituals, ending when he fell to the floor in a flurry of ancient limbs and swirling robes. The attendants had hurriedly removed his still form, and a gong sounded. Without warning, the form of the High Wizard, Cardor, had appeared in the center of the room. Hagar had been greatly startled, but with an immense effort, gave no sign of it. Cardor was a short, grossly fat, bow-legged man, clad in shimmering blue silk tunic. His smile was warm and open, but his jet-dark eyes were endlessly cold and inhuman.

"It is finished, my good friend," the mage said, his voice as oily as his pale skin. "Your comrades who fell so valiantly in battle are returned to you. This spell, as you have seen, is most difficult, as It involves calling up the Blind Rider of Utter Darkness and sending it to tear the living soul from some — ahem — unfortunate . . . . Then It must retrieve the soul force of your companions from whatever paradise or hell they reside in and place them in the vacant body or bodies provided. Well! It is finished now. Your friends await you outside the Great North Gate of the city. You have brought the 'man's weight' of gold?"

Hagar had nodded towards two of his followers, who stood, hand on sword hilt, guarding a leather-covered chest. Two blank-eyed attendants entered at some unspoken command, took the chest and removed it. Other servants motioned for the warriors to follow.

Hagar's scowl deepened as he recalled the wild hope and anticipation, as his band of men crossed the darkened streets of the sleeping city to the North Gate, where two bribed guardsmen pulled the massive door ajar sufficiently for the party to slip out. They had walked slowly along the stone-paved roadway, calling softly for their companions. Hagar had felt anger rise in a slow, burning flood at the seeming deception, when a slight sound to his right caused him to whirl about and draw his sword.

A great man-shape had arisen from the brush to the side of the road and lumbered towards them, powerful muscles bunching and flowing beneath a shaggy-furred pelt. The features were a furry, distorted man-face, glistening canines showing in the powerful jaws. The dwarf, Pax, had cried out, "Shape-changer! Were-creature! What would you have of us?"

The werebear had rolled its tongue about, finally mouthing words in a growling fashion. "Brothers," it said, "it is your comrade Demian. How am I here among the living? I cannot think, the mists of death surround me still." He faltered and would have fallen, had they not gathered and held him. A stir of air and sensed movement had caused Hagar to look down. The tiny form of a wood-sprite wavered and became visible before him. It had spoken in a high, trembling voice, "Hagar, oh Hagar. What has happened? It is as a dream — a dream of unknown worlds and endless roads. I have traveled far since the great snake struck and devoured me. Yet now am I returned to you, carried on the back of a nameless horror." It had raised tiny arms to him, and Hagar had numbly lifted the pixie and cradled it to his broad chest. It was only hours later, when the shock had worn away, that he could shout and curse the magicians and their blind demon who chose whatever creature was nearby, not caring that the soul of brave men would be entrapped in the body of a beast.

A deep, booming voice drew Hagar back to the present. "Why do you look so sad, little brother?" the werebear asked. "I sense that your soul is desolate. There is no need. We are strong and well, there is food and drink, a warm fire and the chance of worthy combat when this cursed darkness lifts. I have scouted the hillside, and to the northeast I have found a sunken plaza, where I surprised a fen-deer and fed well. There is a passable stair that leads down into the plaza. I did not enter, for the darkness can hide many things."

Hagar smiled. "The coming of Father Sun is many hours away. Tell the others to sleep. I will keep watch." The werebear bared its fangs in a grin, cuffed him playfully, and left to join the others. The pixie crept beneath Hagar's robe and soon slept contentedly. The long night drifted by with the slow movement of the stars, and the pale-washed dawn found Hagar still staring watchfully down the hill. Raton, a slender, quick-moving man with sharp, inquisitive eyes, blew on the coals and rekindled the fire. One by one, the others arose and went up the hillside to their nature call. Demian grumbled and slapped himself with blows that would have felled a man, his breath forming clouds of vapor in the chill air. The men warmed their strips of dried meat and ate, following with a long swallow from their tekela-filled flagons.

Demian led the band around the westerly slope, the only sound being the wind and the thud of iron-shod boots on the frozen ground. They scrambled over a tumbled-down stone fence and stopped for a moment, looking up the northern slope where the abandoned battlements of LesCoque Castle were becoming visible in the mists of early morning. Demian pointed to a jagged spur of cracked and fissured granite that divided the hillside from the outer castle wall to the narrow valley hundreds of feet below.

"The plaza lies beyond that," he growled.

Hagar nodded and motioned the men on. They cautiously crept up the rock outcropping, and at a sharp command from him, they crouched close to the frost-covered stone. Hagar turned to Demian and whispered, "You said nothing of that!" He gestured at a plume of smoke or vapor that lifted from one corner of the depression. The werebear sniffed the air and snarled, "It's not smoke, whatever else it might be."

The two crept silently to the edge of the plaza and peered down the broad flight of cracked marble steps. On the opposite and adjoining walls, there were portals and passages that led back into the hillside. The tiles of the floor were moss-covered and broken, and piles of leaves and debris had drifted against the walls. Ornate bronze torch holders, green and tarnished with age, spoke of once-festive times when gaudy dancers whirled about on warm summer nights. Over all seemed to hang an aura of ancient decay.

Hagar pointed to the foot of the steps, where a clump of shrubs and grasses were green and growing despite the winter chill. "It's a natural hot spring," he said. "The wild creatures of this hill-land must water here at dusk. It should be safe to pass in the day. Only the great marsh-bear hunts then, and this is the season of winter-sleep."

He motioned for the rest to approach and when they were gathered, he led them down the steps, Demian moving silently beside him. At the bottom they saw that the spring was a shallow pool which had formed before the opening to a natural grotto. Each warrior moved cautiously by, their weapons drawn and held ready. They had approached to within fifteen feet of the first portal when a sound from the grotto drew their attention.

A gigantic scorpion emerged and charged into the group with a sound like a hundred swords clashing. The grey-clad acolyte magic-users, who had been coaxing the string of mules down into the plaza, screamed and fled back out. Demian roared with rage, and Hagar leapt aside and slashed with his sword. The force of the blow numbed his forearm, but seemed to have no effect on the scorpion. It caught up Pax in its pincers, and the dwarf screamed as he felt his ribs cracking.

El Gato shouted and ran at the monster, whirling his morning star in great sweeps. The heavy, studded ball crashed between the faceted eyes, shattering a section of the horny, black armor. The scorpion shrilled and seized him, the mobile sting whipping up and over and piercing his iron breastplate. The venom struck him like a blow, and his weapon slipped from his nerveless fingers. He fell limply to the ground as the paralyzation took effect.

Demian closed with the creature, his muscles standing out in corded bands, as he strained to overturn it and limit the range of the deadly tail. The clashing mandibles raked bloody strips across his chest, and he screamed with the pain. The scorpion reared, lifting the werebear off his feet. He smashed desperately with both paws, crushing one of the glistening eyes. The monster uttered a shrill, high-pitched chatter, and a second scorpion emerged from the grotto, its body moving like sleek, black plate armor. Pax and Raton dashed towards it, dodging aside at the last second. Pax's battle axe glanced aside, throwing him off balance, but Raton's sword flashed in a quicksilver thrust, piercing a joint in the armor and drawing a gush of greenish, milky body fluid. It whirled to the other side, driving Pax to the ground, the powerful mandibles digging deep gouges in his plate armor. The dwarf writhed and screamed beneath the crushing weight.

Three young and untried warriors, their eyes wild with fear and battlelust, struck the scorpion from the rear. It spun about and caught the first in the clashing mandibles. He cursed and fell to the ground, one arm dangling uselessly. The great claws caught up the remaining two, tossing them almost thirty feet against the wall. A squat, muscular fighter in ancient plate grabbed the fallen Pax and tried to draw him clear. The sting swept over and pierced his neck between helm and armor. He shrieked and fell paralyzed. The scorpion charged blindly over them, catching another young warrior in its pincers, breaking his back like a brittle twig. A tall, lithe fighter, his helm lost in the confusion and his long, black hair sweeping about his shoulders, severed one of the creature's legs with a mighty lop.

Raton called to him. "Arros! Strike after me!" He ran in from the side and buried his sword to the hilt in the juncture of head and thorax. The scorpion shrilled weakly and scuttled towards the grotto. Arros leapt lightly onto its back and drove his sword down into the central nerve center. The monster abruptly collapsed in a quivering heap.

Hagar and the werebear had baited the first scorpion from one to the other, until it weakened to the point that Demian could batter it down with shattering blows. They stood wearily over the inert body of their foe, drawing deep, wracking breaths. The werebear's fur was matted with blood and ichor from the monster, and his chest and arms were criss-crossed with deep gouges and tears. A slow welling of dark, veinous blood dripped steadily from Hagar's armor, but he waved away a concerned cleric. He smiled at Demian, "A battle to remember, eh, great one!" Then they looked about and were silent.

Two warriors, Wyl and Aron, carried the bodies up to ground level and moved the two paralyzed fighters to a soft drift of leaves, where an ashen-faced cleric ministered to them. Hagar stood before the grotto and called to the pixie.

"Gogo, little one, I must ask you to be brave. I need for you to fly within and find what lies in the darkness," he said. The pixie stared at him with trusting eyes. Then it nodded and abruptly became invisible, only a stir of air marking its departure. Long minutes passed as Hagar waited and watched. He strained forward at a sound, and then the pixie was back, clutching at his neck and sobbing.

"There are two more of the devils," it sobbed, "and beyond a stack of gold bars and a great sword and scabbard. One sensed my passing and almost caught me. Oh! I'm so afraid!"

He patted the small creature and tucked it into a fur-lined saddle bag on one of the mules that was munching contentedly on the lush grasses that grew around the pool. He called together the fittest of his fighters and described what lay within. The bear growled in anticipation.

Zerahx lifted his grey woolen robes and waded through the warm water to the entrance. He gestured with his right hand and a small glowing globe of light grew on his fingertips. He threw it into the darkness, where it burst, lighting the entire length of the underground chamber. Hagar and Demian led the attack, charging into the two, huge, enraged scorpions. The fighting in the narrow space was a confusion of milling bodies, numbing blows and counterblows, screams and groans of the wounded and dying. The floor became slippery with blood and greenish-white ichor, making firm footing impossible. Men slipped and fell and died in the crunching mandibles. In desperation, the magic-users attacked with daggers and bare fists. Zerahx died instantly from the flailing sting, and his fellow medium, Incant, died in the grasp of pincers that tore him in two. Demian dragged himself out, severely wounded. The warriors fought on desperately, silently. One scorpion fell mortally wounded, but the other fought on. Lagrimas, a half-grown youth on his first expedition, made a daring dive beneath the creature in an attempt to pierce its underbelly. The scorpion caught him up in its claws, reared, and stung him repeatedly. Pax and Aron struck at the exposed underside, bringing the monster down in a crashing heap. Pax swayed and slumped against the wall, bleeding from a dozen wounds.

Aron picked up the scabbard and drew out the sword. It glittered and flashed as he held it aloft, and he felt the tingle of enchantment. Then he looked back along the length of the grotto, at the scattered, twisted bodies and blood-splattered walls. He watched Arros panting, his back to the wall and his eyes dark with pain and shock. He saw Raton on his hands and knees, bleeding from the nose and mouth and shaking his head dazedly. He saw the still forms of the strong young men he had shared many campfires with and marveled at the price that men are willing to pay for gold and glory.

Con News

YOUNG MAN GO WEST TO . . .

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Hints for D & D Judges
Part I: Towns

by Joe Fischer

When talking to new D & D judges, the one phrase most often heard from them is: "Help!"

These players turned judges are usually crammed full of ideas for new types of traps, monsters, and treasure to spring on their unsuspecting players, which is great. The trouble, in most cases, seems to be that they aren't quite sure where to start, which isn't so great. Hepefully this article will not only get you started, but show you which way to go once you are started.

When starting a new "castle," there is one necessity that every judge should fulfill; that is giving the players a base of operations where all equipment for out-door and dungeon expeditions can be bought, and a place where player-characters can stay in (comparative) safety between adventures.

The best way to do this, besides just giving the equipment to the players, is to plan out a hamlet or town (or a small city for those with ambition and graph paper in plenty). In this way not only do the players have a base to work from, but now they can go on occasional "town adventures" to break the monotony of dungeon adventures, yet not risk their necks in the wilderness.

If a town sounds like too much work, with a little imagination, a judge can come up with his own type of supply base. In the now defunct castle "Black Star" (one of my first attempts at castle building) the first level was given over to inns, pubs, and shops — including the shop of a slightly crazy high level wizard who seemed to have a little bit of everything, including a chest of Gondorian Red, a chest of Mordorian Black, and a balrog butler named Boris (who "Black Star's ex-players should remember well).

Should a judge decide on building a town, he'll have as many options as a new Cadillac.

One of the first decisions to be made is whether or not magical items are to be sold in town. Actually most items shouldn't be sold but traded. (i.e. A magic-user, having no use for a magic shield, could trade it in for a scroll.) If so, remember that the non-character selling them must be powerful enough that the players can't acquire the magic by force. Also note that a complete plan of the seller's domicile should be done. The magic should be sold or traded at prices several times their real value; the non-character is in business to make money, not to help weak characters.

Another feature of any town or city is the local pub. Here player-characters, at the cost of a round of drinks, can find out latest happenings and more importantly, local legends. Of course the judge should decide first if he wants legends in his game. If he does, then it is a good idea to slip in an occasional "bummer" legend, in with the rest. That way players are a little more leery about following up legends, and the bartenders don't get overworked.

It is a good idea to sketch out one or two of the major bars simply because literally hours of gaming time can be killed by players "trying" to sit on a barstool while picking up information and getting drunk at the same time. (Remember, all those mugs of ale add up.) And don't forget those barroom brawls. (But sire, I'm innocent. If he hadn't called you a son of a pink dragon . . .)

Should the judge decide on a town for the starting point of his game, he should first map out the general area surrounding his town and dungeon entrance(s) on hexagon graphpaper, the scale depending on the amount of detail the judge desires. This way more than one entrance to the dungeons can be made available, and also player-characters can, once they have the gold for it, pick an area to build their castle homes.

The next part is, basically, setting down some facts about the town. Population, type (whether just a normal town, walled city, port or a district capitol, etc.) alignment of the government, and so forth. At the same time, any special town non-player characters should be written down, along with any magic or special items they might have. This can be as simple or as complex as the judge wishes. Naturally the more complex this is, the more realistic and enjoyable town adventures will be to the players.

Once this is all down on paper, the next move is the mapping of the town itself. This should be done with standard graph paper: one square equals twenty feet. (This can be modified for larger towns.) And for ease of understanding, the judge should develop some form of symbol and color code should be used.

First map out the town's walls, any bodies of water, and any geographical features that are outside the walls. This should be done first in pencil, then in color after the judge is satisfied with his handiwork.

Next, any interior walls, such as the palace walls, should be mapped out. Make sure to make these different from the main wall.

Then the town (if large enough to make it necessary) can be broken down into sections, (Thieves' Quarter, Temple Precinct, Peasants' District, etc.) and each section done one at a time. First, the major buildings (temples, palaces, guild halls, etc.) should be marked. Some of these you might want to enlarge on a separate map. Then, in order, major roads, minor roads, minor stores, back alleys, and lastly the homes of the lowly peasants should be drawn in.

A fine example of a well mapped city is Jakalla, the brain-child of Prof. M.A.R. Barker. If possible, try to get a look at it before you begin your own creation. (It is part of "Empire of Petal Throne," $25.00, or separately for $4.00: TSR, POB 756, Lake Geneva, WI 53147.)

Remember, common sense must be used at all times in mapping. One shouldn't find the Greyhawk Savings and Loan in the Thieves' Quarters, or the Governor's Palace in the Peasant District.

Mighty Magic Miscellany

by Neal Healey

The Cup and Talisman of Akbar

This very puissant and holy item is usable only by Dervishes, Rangers, and Paladins. It consists of a golden cup chased with platinum and mithril filigree and many jewels of great price. Lying in the bowl of the chalice is a platinum talisman engraved with an eight-pointed star, and the name of Allah in Kufic script, which is attached to a golden chain with platinum and silver beadwork. The object has a minimum face value of 75,000 gold pieces, however, in the hands of any of the above types, the true worth of the object becomes apparent; for when the chalice is filled with water and the talisman is dipped into the water (with appropriate prayers), the water is miraculously transmuted into a potion according to the following percentages:

0-45	light healing potion
46-70	heavy healing potion
71-75	intensive healing balm (4-40)
76-85	the universal antidote
86-94	a cure for all diseases
95-99	an ointment to raise the dead
00	balm for victims of the undead*

*(acts as the **restoration** spell)

This item is usable but once per **week,** and will produce a volume equal to one potion bottle.

The Staff of the Priest Kings

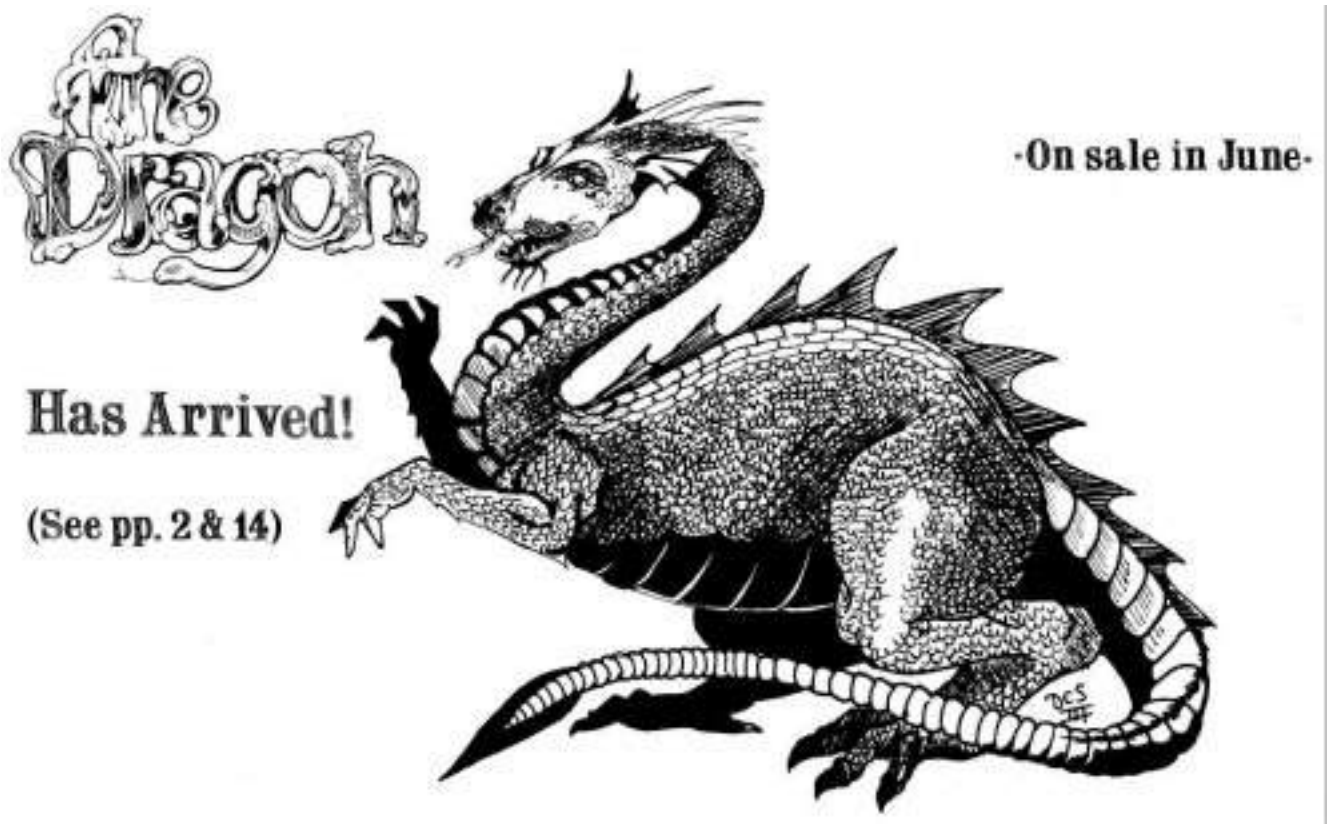
This is the clerical equivalent of the Staff of Wizardry, and combines the following functions: 1) the snake staff, 2) sticks to snakes, 3) insect plague, 4) create/pollute food and water, 5) cure/cause disease, 6) continual light, 7) neutralize poison, 8) cure light and serious wounds. This is the basic staff, which is +1 on spell effectiveness. Other staves may be found, according to the following percentages:

0-65	basic staff
66-75	above with the **Pillars of Flame and Smoke** (a spectacular find the path spell)
76-85	as above, and **Earthquake** and **Hold Person**
86-95	as above, and **Raise the Dead** (2-8, burns 2 charges)
96-99	as above, and **Raise the Dead Fully** (1-6, burns 3 charges/spell)
00	as above, and **Restoration** (1-4,4 charges/spell), and **Blade Barrier,** +2 on spell effectiveness.

Like the Staff of Wizardry, these staves have 200 charges, but have no final-strike capacity.

The Brazen Bottle

This item has the appearance of a highly-burnished brazen flask, shaped like a Kline's bottle. The flask is corked, the cork having a red seal impressed with mystical runes. When uncorked, the symbols on the seal may be used to compel 1-6 djinni or 1-2 efreet into the bottle, which is then corked. When only one creature is being compelled, the compulsion is at plus 4 effectiveness, for two creatures the effectiveness drops to plus 1, and more than 2 creatures have normal saving throws. The bottle may also be used to attempt to jug one of the following critters, a balrog (plus 3), invisible stalker (plus 2), an air elemental (-1), a fire elemental (-2), or a demon (plus 1). If forcibly compelled into the bottle, all of the above creatures (including the djinni and efreet) will tend to be in a very foul mood when next uncorked (attacking with haste and ferocity). When found in a dungeon, or elsewhere, the bottle may already be occupied, at the referee's discretion. If a considerable time has elapsed since the being was compelled into the jug (say about 1500 years), the being **may** be so glad for its newfound freedom that it will willingly serve the person who has freed it for 1001 days. Though, in some cases (a balrog f'rinstance) the freed creature may attempt to trash out everyone in the immediate vicinity (just on general principles, of course).



DISCOVER THE DUNG

Fantasy Crossro

A peek inside the entrance reveals just the surface of a treasure hoard extensive enough to tempt a patriarch, provided he plays any form of wargame. The inventory includes games of all sorts, by all of the different publishers, enough miniatures to raise a massive host in any period, as well as all the accessories any wargamer could want.

The strange juxtapositions found here are typified by the Boot Hill town shown here flanked by armor displays.

Your guide is Terry Kuntz, shown here at his accustomed station — the front counter.

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FRI 10-9 SAT 11-6
SUN 12-6

Securely ensconced at the head of the usually found poring over scrolls producing new ones.

Hard at work on a future release, Brian Blume, TSR

GEON IN LAKE GENEVA

oads of the World

The table top battles rage unceasingly, in all periods, miniature or board. Shown here are scenes from a recent Saxon/Norman encounter. For a token table-fee, any visitor can join the fray. The Lake Geneva Tactical Studies Association meets there and stages games regularly.

e stairs, TSR's founder, Gary Gygax, is and manuscripts, when not actually

's second banana, tries his hand at graphic design.

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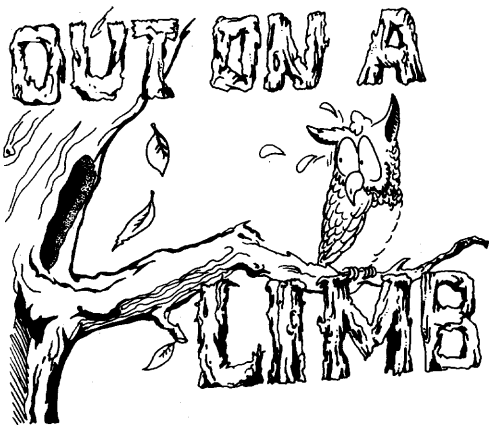

OUT ON A LIMB will be our letter column in THE DRAGON, but we thought we would preview it here. We present this column as a soapbox forum from our hobby, as well as a D & D DM idea exchange. Failing that, it will be for any interesting letters received. Selection of letters to be printed is reserved by the Editor, as is the right to edit or reject.

10 Feb.

The editorial on national game conventions ("What is the National Wargame Convention," **Strategic Review** #5) drew a rather stiff response from Don Greenwood of Avalon Hill. Don't misunderstand, Don was polite and reasonably calm. He is a long-time compatriate of mine and a gentlemen in any event, so it could not be otherwise. Several letters were thereafter exchanged, and some interesting things came to light during the course of this exchange.

TSR was taken to task for the manner in which we counted conventioneers, for only about 900 of those we reported as attending were actually paid, while at Origins all 1500 supposedly paid. Therefore, GenCon had nearly 600 fewer paying persons, and we were also informed that bad/curious passers-through been included in the Origins total they would have had well over the 1500 figure they mentioned for attendance. Seeing as how GenCon **did** count such people. **TSR** hereby states that Origins had a larger attendance than GenCon — several hundred at least. Sheer numbers do not make a good convention, a national convention, **the** convention. If GenCon IX happens to draw more paid attendees than Origins II I am certain Avalon Hill will hasten to agree . . .

It is the attitude of Avalon Hill that wargaming and boardgaming are synonymous. I was informed that because neither AH nor SPI were exhibitors at GenCon VIII it was not a national convention. No matter that it was advertised and attended nationally, no matter that we had large miniatures firms from Texas, Ohio, and New York exhibiting, no matter that Lou Zocchi from Biloxi and other exhibitors from all over the country were there, according to AH it was a regional event, and that is that. No reply to my mention of Origins lack of miniatures firms was made, nor was any comment made when I mentioned the fact that SPI has reserved space at GenCon IX.

GenCon has always been slanted towards miniatures gaming, for it lends itself to group participation, and many of the gamers who come want to get into large, multi-player games, for most other times that are not able to do so, being in locales where there are few if any other players. Furthermore, miniature gaming is a far more interesting spectacle. Regardless, GenCon has never ignored boardgames; at least one boardgame tournament (almost always AH) has been held at every GenCon (and this will continue to be true) and a large section of space has been reserved for "open" boardgaming so that those conventionerrs who wish to play new opponents at their favorite boardgames may freely enjoy doing so. Now fantasy is very popular, and GenCon is featuring this aspect of our hobby at the IXth annual event. We do so not to slight AH or SPI but simply because it is what so many of those who attend **demand.** If nothing else, GenCon is **your** con, after all, and we try to do what you want us to do there!

Despite having labeled GenCon as the nation's oldest and premier wargaming event, AH now asserts in their propoganda for Origins that their show is the only national wargame convention, THE wargaming event. AH further informs us that they, along with SPI, are the arbiters of the hobby. A convention is national only if **they** say it is. The rest of the wargame firms — as well as the wargamers — can go whistle for all the good it will do if AH says otherwise, right? **Wrong!** Just because AH and SPI ignore (if not absolutely attempt to hide) the miniatures aspect of wargaming, it is there and a BIG factor despite all claims and efforts to the contrary. Furthermore, it is a viable, rapidly growing aspect of the hobby, and one which will not be able to be successfully ignored. **TSR** and the other miniatures-oriented firms will see to it, as will all the individuals who enjoy their hobby so much. Miniature wargaming is too big to be ignored much longer, too enthusiastically supported to be silenced. Avalon Hill may say that a convention is nothing because they do not recognize it as such, and SPI can continue to write about wargaming "history" which makes no mention of miniatures, but neither action alters the reality of the fact that we are here and form a large portion of the hobby. **TSR** is planning to write a truly accurate account of the history of the hobby, so look for it in an upcoming issue.

Somewhat similarly, fantasy gaming is being ignored and concealed by the folks at AH and SPI (and that isn't too surprising, for who wishes to plug a competitive game which is sweeping through the hobby?!), save that SPI recently released a fantasy boardgame, *SORCERER*, in order to claim a share of the market. **TSR** is justly proud that it pioneered this new aspect of wargaming — the paper and pencil "adventure" game — with *DUNGEONS & DRAGONS.* It is as innovative a gaming concept as the first AH game or ***DIPLOMACY,*** and the gaming public has certainly let us know how happy that are that we are "crazy" enough to publish *D & D.* We don't think any other company would have had the foresight or originality to do so, and what we hope now is that we will be able to remain as creative and farsighted in the future so that if another new game concept comes our way we will hasten to break yet new trails. To return to the point, the fact that GenCon will feature the fantasy games which are the rage of the hobby, along with fantasy author Fritz Leiber as special guest, has no effect on the situation either. Origins is THE NATIONAL convention, and we can like it or lump it, so saith AH. To this GenCon says: "Brack!" We think our claims are better founded than theirs, and we'll continue to advertise and make every effort to sponsor a great, national con which offers all sorts of gaming to fellows (and now maybe ladies too!) from all over the North American continent. The final judge of GenCon is not AH but the wargamers who attend. What Say?

Before closing, however, I give credit where it is due. AH enabled our whole hobby to grow, and as I have often said we all owe them a vote of thanks for that. AH has always mentioned GenCon in it "Infiltrator's Report" and helped also by donating prizes and lining up referees for AH tournaments at GenCon. THAT is appreciated, and in return we have run Origins ads, given a true report on how good a show Origins I was, and we will certainly continue to deal like for like. **TSR** will be at Origins II to run two or three game tournies, including *D & D, EPT* and perhaps *FIGHT IN THE SKIES* also. SPI has really popularized and expanded wargaming with its tremendous game output and extensive advertising. I must also point out that SPI has not actually claimed to be the co-arbiter of our hobby. Both AH and SPI are invited to reply to what I have said herein — of course, either of these giants could take me, and **TSR** to task in the pages of their own organs and thoroughly mince us. We shall see. While SPI might well make some mention of all this, I doubt if AH will, for competitors are not mentioned in the hallowed pages of **GENERAL** (ain't it hell, Don?).

Here comes Tom Shaw with his two-man crossbuck, and I shall hurriedly clamber off until next time.

— Gary Gygax

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14 Feb.

It seems that that is where I often find myself — or at least quite a few of the hobby's "big guns" have thought so — out on a limb. I have touted miniature wargaming when most of the hobby in the U.S. thought that wargaming meant boardgaming. I have talked about fantasy gaming and been referred to as all sorts of an idiot, up a creek, and so on. Well, things are changing these days, and if I am out on a limb it is quite a bit thicker — it has to be to support all of you who are out there with me one way or another. Miniature wargaming is growing in popularity by leaps and bounds. Think about the number of figures offered by Custom-Cast, MiniFigs, Heritage/Hinchliffe, McEwan, CinC, GHQ, Scruby, Old Guard, and not a few other firms. These continuing new releases which add to already large figure lines indicates a very substantial market — large numbers of wargamers spending considerable sums to acquire miniatures. TSR began as nothing more than a firm producing rule booklets for miniature wargaming, and our sales volume continues to see growth in the rule booklets portion. Furthermore, there are three or four other companies now active in this same field. There are many devoted miniaturists in the hobby, and they are beginning to expand their ranks and to be felt. What they lack is a real voice and a vehicle to let the rest of the hobby know they are around.

To some extent **WARGAMER'S DIGEST** magazine has helped miniature wargaming. However, it does not provide the sort of vehicle miniatures enthusiasts need to exchange information or talk about their ideas. Something more like the British publication, **WARGAMER'S NEWSLETTER** is still needed. Perhaps the former magazine can convince that trying miniature wargaming could be fun, but once the gamer is into miniatures **WARGAMER'S DIGEST** fails to give him the scope of gaming in the various periods, hard data, and such information typically packed into the latter. I am pushing the fellows here at **TSR** for such a publication, one that will have sufficient appeal to attract new people to miniature wargaming without boring the veterans to death. The hobby is large and if it can support both the **GENERAL** and **S & T,** it should be able to support a third magazine devoted to miniatures. If things go as hoped **TSR** will release a large, slick miniatures-oriented wargame journal soon! This brings me to fantasy.

Rather than being up a creek with fantasy/swords & sorcery wargaming, it seems that the absolute opposite has come true. Interest in this form of gaming is running at floodtide. **TSR** has developed and produced a whole new aspect of gaming, and as of this writing the crest of this flood is nowhere near its peak!

The success of ***DUNGEONS & DRAGONS*** and ***EMPIRE OF THE PETAL THRONE*** has astounded many of the more stodgy minds of the industry and hobby — as well as prompting the release of large numbers of rules and games of fantastic nature by competitors. The **STRATEGIC REVIEW** was originally con-

ceived as a magazine dealing with all sorts of wargame subjects, but popular demand has made it into an almost wholly fantasy-oriented publication (and the name is thus quite inappropriate!). We had originally thought to switch most of the fantastic material into a new publication to be entitled **THE DRAGON** and make the content of **SR** of a more historical nature. This would be a disservice to our **SR** readers as it now stands, for the magazine has grown to its current size due to its reputation as **the** fantasy 'zine. Therefore, we are changing the name of **SR** to **THE DRAGON,** a name more indicative of its content; and there will continue to be more and better articles therein, all of primarily fantasy-oriented nature, although some science fiction or other type of wargaming may slip in occasionally. Your eager subscription to our publication has given us the message loud and clear. You want a 'zine dealing with fantasy wargaming, and that is what you shall have. Tim Kask is hard at work now to make certain that **THE DRAGON** will deliver fantasy, swords & sorcery, science fiction, and related material to you in spades.

What I am asking of you is this: If you are interested in historical wargaming, miniature or board, support **TSR's** effort to give you what you want there. This can be done by subscribing to our new 'zine, **LITTLE WARS** (or by purchasing it from your local hobby shop if the proprietor is wise enough to carry it), tell your friends about it, and after you have it in hand write to us. **LITTLE WARS** wishes to establish a regular letter column with interesting letters which tell about local wargames and wargaming or have some form of information which will be of interest to fellow hobbyists. We are also interested in receiving good miniatures articles, battle reports, game strategies, and so forth. We are depending on you in more ways than one. Similarly, **THE DRAGON** is still interested in all sorts of fantasy related material from its readers, so keep it coming in! The schedule of payments for published material found elsewhere in this issue applies to both **LITTLE WARS** and **THE DRAGON.** The money isn't great, but it is about all we can afford, and it is another way for us to thank you for your past support and future help.

Now, put down your saws . . . I'll shut up until next issue.

— Gary Gygax

[Editor's Note: More information on these magazines is in IN THE CAULDRON, p. 2 .]

Creature Features

The Denebian Slime Devil

Number Appearing—	1-4
Armor Class —	not applicable
Move —	12"
Hit Dice —	not applicable
Lair	—
Treasure	—
Magic resistance —	90%

This creature takes the form of whatever its victim finds most repulsive, or at the referee's option, a large, shambling, smelly, oozing, hunk of anthropomophic swamp gunk. It will fall in love with the first human type (including Dwarves, elves and hobbits) it sees, and will follow the unfortunate soul until death, either its own, or its victim's. (If its victim dies, it will attach itself to the next human type it sees)

DSD'S are tireless trackers, and can seep through small cracks, pinholes, and all porous materials, but not through metal, glazed pottery or well fitted masonry.

A DSD will never voluntarily do anything that will separate it from its victim. One struck by a weapon (magical or normal) will split into 1-4 replicas of itself, each then attaching itself to the nearest free human type.

DSD's have a negative charisma, and will cause any non-player character or creature to flee in sickened repulsion (50% chance) or attack the victim in anger for having such a repulsive creature brought into its proximity.

DSDs may be killed/dispelled by any means the referee finds entertaining. A few examples:

— Telling it that its mother wants it.

— Calling it a cute, lovable little devil, and smothering it with kisses.

— Sealing it into a specially constructed tower (by means of a passwall) along with its victim (by means of phantasmal forces)

— Having a wino (non-player hireling) breathe upon it.

NOTE: Each of these methods worked only once. Effects of spells, etc., are up to the referee.

A final word: DSD's do nothing to aid a character. If their victim is attacked, they will stand aside, wringing their hands (or whatever) and moaning, in their distinctive, high pitched, nasal whine, "Oh my! Oh dear! This is terrible! Oh, I can't look! Oh dear!"

New Monster

Catoblepas

Semi-Intelligent Beast
Very Rare

Number Appearing	1-3
Armor Class	7
Move	6"
Hit Dice	6 + 2

Tail = 1-6 pts. + base 75%
Chance of stunning (if hit)
Modified by -5% per level of victim
Gaze = Death Spell
no saving throw

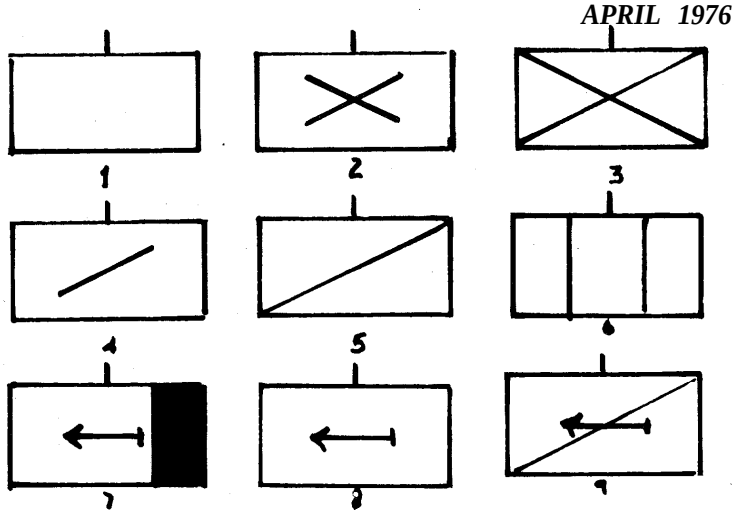
This totally loathesome creature has absolutely no redeeming features. It is larger than a full grown water buffalo, with a head uglier than that of a wart hog, possessed of a long, snakelike tail capable of amazingly swift attacks. Further, it lumbers on legs like those of a hippopotamus, while its horrid head is perched on the end of a long, thin and very weak neck. It is assumed that these bizarre characteristics are a result of genetic modification necessitated by its choice of habitat: swamps & marshes. The gaze of the hideous face of this beast is the equivalent of a Death Spell, with no saving throw. Complete surprise means you automatically met the gaze; anything else is at the discretion of the DM. The weak neck has only a 25% chance of raising the head high enough on the first turn, with an additional 15% each additional turn, provided both parties stand still. If trying to follow quick movements, or shambling in pursuit, it has only a 10% chance of fixing its gaze.

ANCIENT AND MEDIEVAL STANDARD MILITARY SYMBOLS

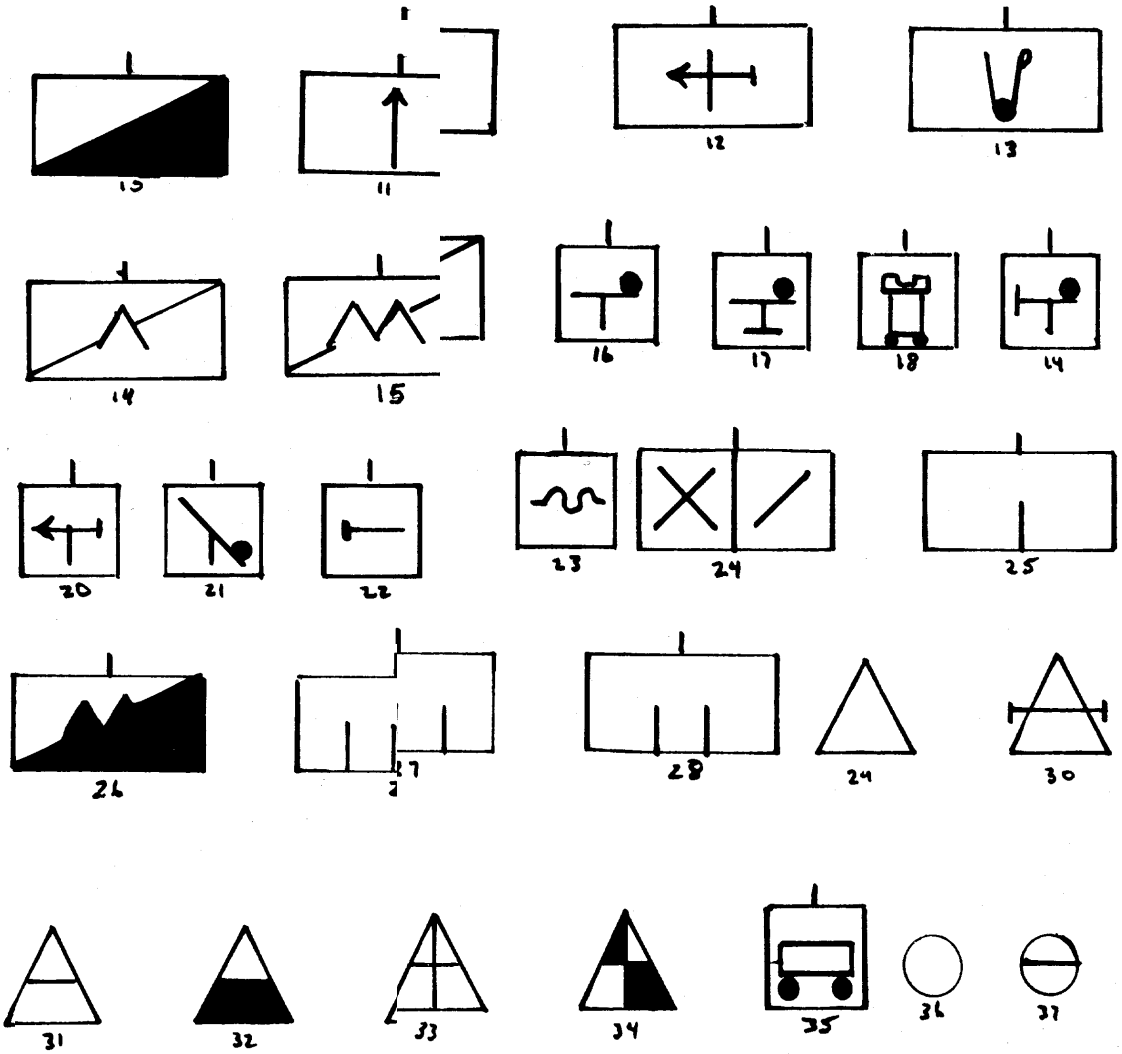
by Gary Gygax

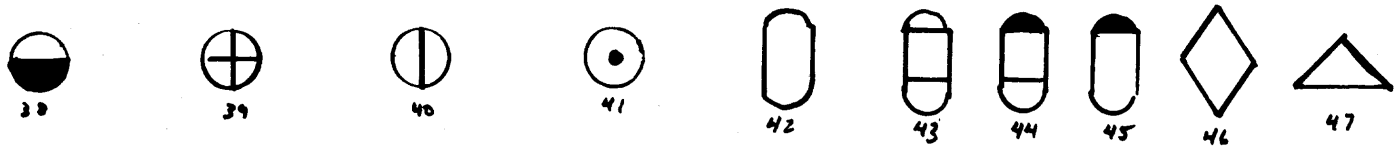
Standard symbols are available for use in depicting map positions and dispositions of troops from the Napoleonic Era to date. These symbols clearly indicate to the reader the type of unit, its strength, and location. Because of this convenience I thought it might prove useful to develop a set of symbols for standard usage when depicting ancient or medieval troop formations. It is also suggested that these symbols be used in conjunction with CLASSIC WARFARE; particularly in referee's maps or with written orders. The following, then, are tentatively suggested as the standard forms.

Readers are invited to comment. In future articles reporting battles or miniatures battle reports these symbols will appear if comment is favorable.



1. Light Infantry
2. Medium Infantry
3. Heavy Infantry
4. Light Cavalry
5. Medium Cavalry
6. Phalanx or Pike Armed Infantry
7. Armored Archers
8. Archers
9. Horse Archers
10. Heavy Cavalry
11. Javelinmen
12. Crossbow Troops
13. Slingers
14. Dromedary Camelry
15. Bactrian Camelry
16. Catapult (Torsion)
17. Heavy Catapult (Torsion)
18. Siege Tower
19. Catapult, Tensions Fired
20. Dart Thrower (Ballista)
21. Trebuchet
22. Ram
23. Bore or Pick
24. Mixed Unit or Hobilars
25. Light Infantry, Pole Arms or Spears
26. Bactrian Camelry, Heavy
27. Heavy Infantry, Pole Arms or Spears
28. Medium Infantry, Pole Arms or Spears
29. Light Chariots
30. Scythe Chariots
31. Medium Chariots
32. Heavy Chariots
33. Medium Transport Chariots
34. Heavy Transport Chariots
35. Cart or Wagon
36. Light Infantry, Skirmishing
37. Archers, Skirmishing
38. Armored Archers, Skirmishing
39. Crossbow Troops, Skirmishing
40. Javelineers, Skirmishing
41. Slingers, Skirmishing
42. Elephants
43. Elephants, Houdahs Mounted
44. Armored Elephants, Howdahs Mtd.
45. Armored Elephants
46. Loxodont
47. Roofed





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THE MISSILE WEAPON IN CLASSIC WARFARE

by Gary Gygax

When visions of mighty bowmen are conjured up, one typically pictures the stout English yeoman plying his longbow of yew or perhaps the Mongol horseman with his short but powerful composite bow of horn. These weapons are even considered the ultimate development of their class by some persons. Is this repute deserved? What of the predecessors of these medieval archers, the bowmen of ancient times? The question of the effectiveness of missile weapons in ancient times is of interest to the wargame enthusiast as well as to the military historian. In devising a set of rules for the recreation of ancient battles the question became of paramount importance, for the armies of Africa and particularly of Asia placed extreme emphasis on missile power, and most ancient armies fielded large numbers of troops armed with missile weapons other than the bow. So not only was it necessary to determine if the medieval bow was some outgrowth of lesser weapons which predated it, but it became very important to determine the overall effect of missiles upon ancient battle arrays. When the effectiveness of archery upon the plate armor of the French knights at Agincourt and Creasy was considered, the first conclusion regarding ancient archery is that the bows must have been weak indeed to do so little damage to the Grecian hoplites or Roman legionnaires with their comparatively less-effective and less well-made armor. First impressions can be misleading.

The missile weapons of ancient times were more varied than those generally employed in the Middle Ages. Classed by range they can be listed as heavy hand-hurled weapons such as the spear and the heavy pilum; lighter hand-hurled javelins, and light pilums (pilia); simple and short bows; heavy simple bows and large composite and composite reflex bows; and slings (other than the staff sling which was used in siege warfare only in any event). The inclusion of the sling at the end of the list, i.e. as the weapon with the longest range, will probably draw some readers to immediately question the scholarship of this article. While I make no claims to authority as an historian, consider the following basic characteristics of the missile weapons previously listed.

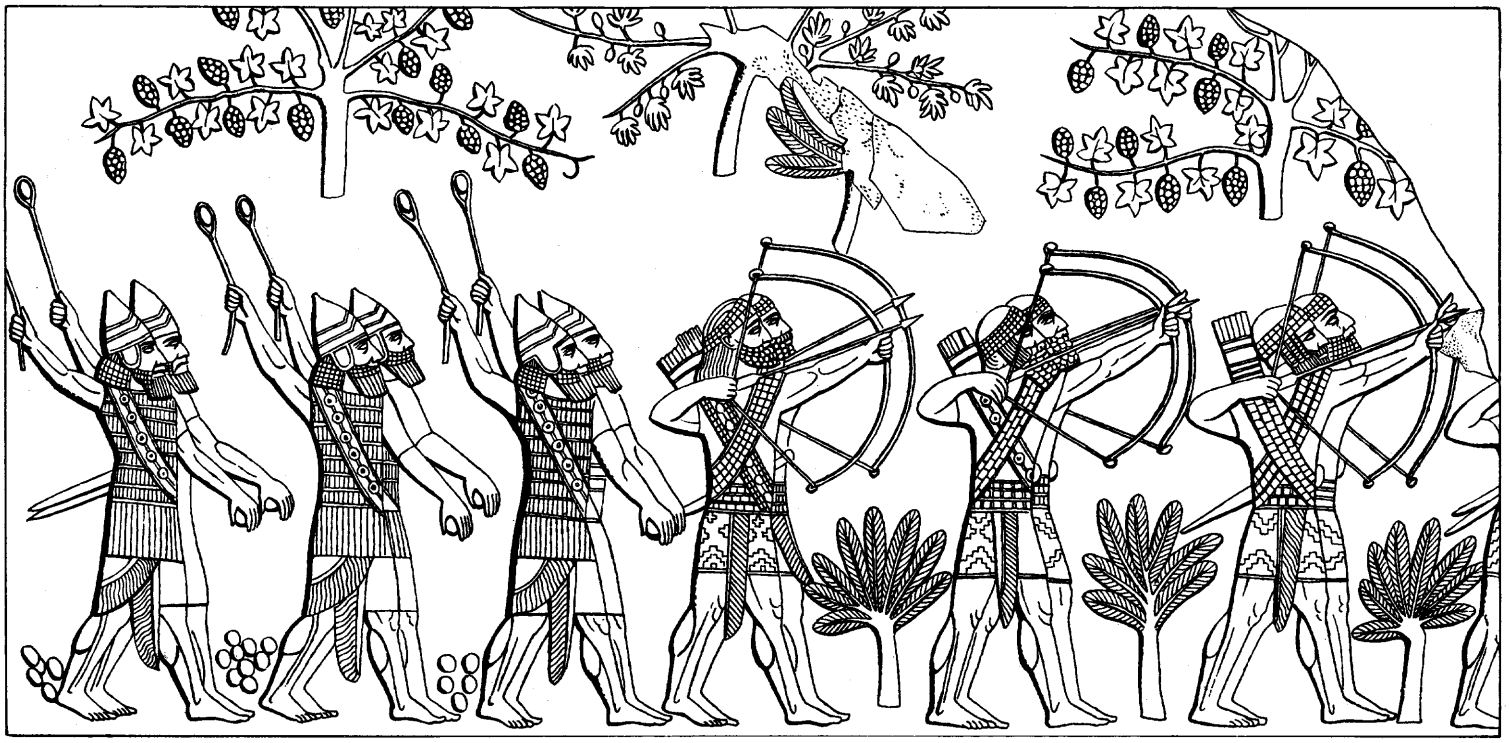
The spear and heavy pilum were obviously short range missile weapons due to their weight. The shaft of the throwing spear was thick and with the head attached the weapon was from five to six, or more, feet in length. The pilum also had a heavy shaft with a massive iron point. Effective ranges for both would be in the neighborhood of SO feet or so. Javelins were specifically designed for maximum hand-hurled range and were often thonged in order to provide both greater range and spin for accuracy in flight. The range of these weapons would vary, but the maximum would be about 100 yards. Light pilia and similar weapons would fall between these two ranges.

The bow took many forms and was manufactured in many different ways. The **self** bow was simply a single piece of material wood, cane, etc.). the **built** bow was a weapon which consisted of several pieces of material fastened together, usually pieces of wood, horn or even bone. The **compound** built bow consisted of layers of different woods. Self or built bows could be **backed** or **reinforced** with a layer of sinew or tendon in order to increase the power of the weapon. Finally, there was the **composite** bow, a combination of wood, horn, sinew and tendon which gave the ultimare in archery power. In addition, bows take several different shapes. There are **triangular** bows, **convex** bows, **double-convex** bows, and **double-concave** bows. Backed and composite bows of any shape are usually reflex, i.e. when unstrung their shape is opposite (or nearly so) that then strung. All this merely means that the range and penetrating powers of bows varied greatly, but at the greater end of the scale they were certainly as effective as the fames medieval longbow and Mongol bow! For wargame purposes these variations could be structures to represent four basic types, and CLASSIC WARFARE lumps bows into short and long, simple and composite categories, with the maximum ranges shown below:

Bow	**Short Range**	**Long Range**
Simple short	60 yards	180 yards
Simple long	72 yards	216 yards
Composite short	48 yards	192 yards
Composite long	72 yards	288 yards

Exceptions in type are then easily reclassified as a weaker or more powerful weapon, thus avoiding an unnecessarily long listing of bows. Note that some bows very probably ranged beyond the maximum distance shown for long range, but the **effective** distance that is shown.

This brings us to the sling. Certainly the sling could not during ancient times, any more than it can today, propel a missile beyond the farthest bow shot. A stone can be slung about 200 yards, and a well-made bullet of clay or lead can be thrown over 400 yards. These are highly respectable figures, but not as great as the record arrow distances. There is however, the question of effectiveness. While the arrow is a *piercing* missile, the sling stone or bullet is a *shock* missile, i.e. it transforms its energy to impact upon the target rather than using it to penetrate it. This is not to say that slung missiles cannot penetrate, but to do damage they need only to impact upon the body, This, the effective range of the sling stone is about that of weaker bows, and that of the heavy sling bullet is at least as great as that of the best bows!



ASSYRIAN SLINGERS, swinging their slings parallel to their bodies, stand behind the archers in this drawing based on a relief from Nineveh showing one of the campaigns of Sennacherib (704-681 B.C) Their place in battle suggests that they outranged archers.

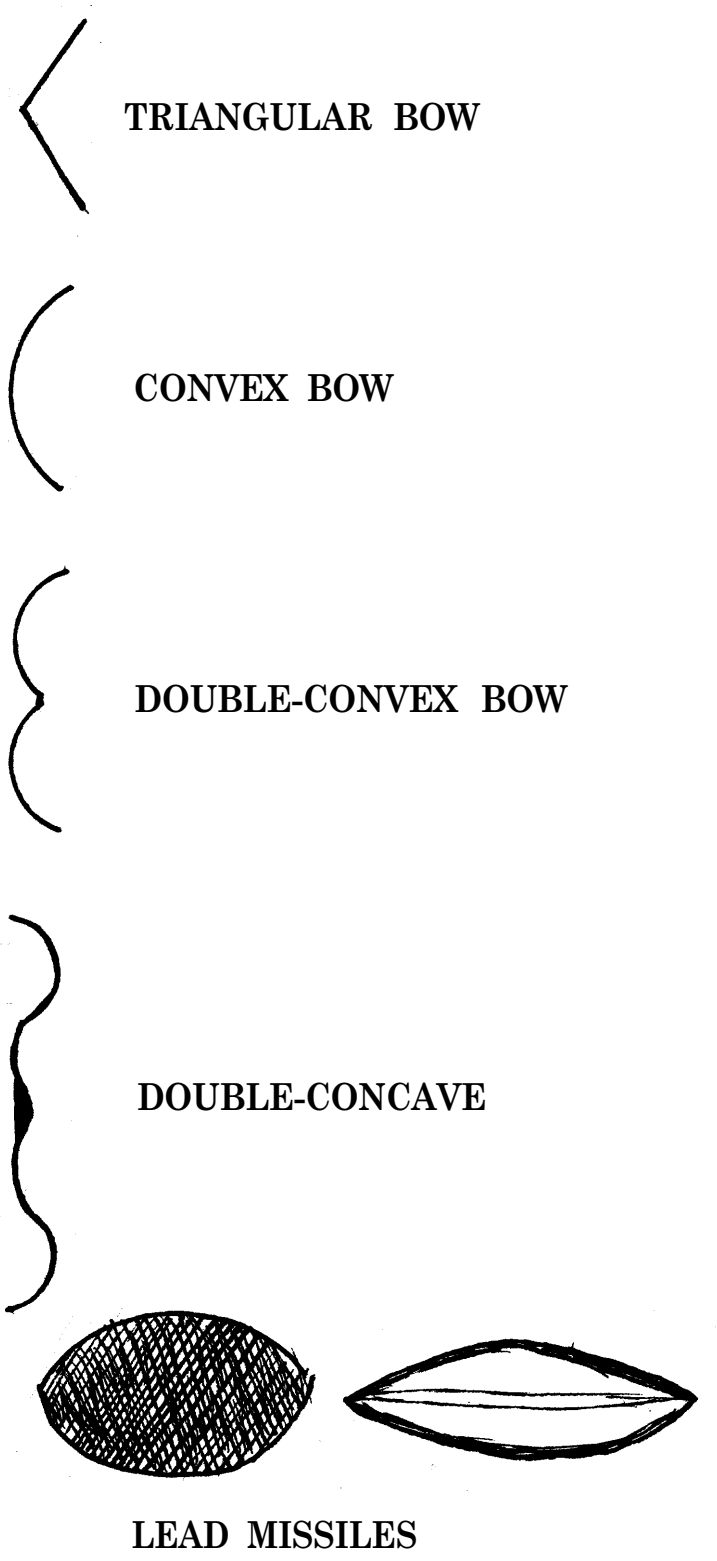
Sling missiles varied in weight from under an ounce to a purported excess of one pound used by the Balaerics. Until late in the ancient period the discharge of the sling missile was typically after three complete revolutions of the sling, whether made above the head or parallel to the body on the right side (or left). The Romans trained slingers to release after only one revolution in order to increase the rate of fire. At the former momentum the sling missile would leave the sling at a speed of more than 60 miles per hour, and this speed would not decrease; the velocity of the missile slung at only one revolution would perforce be less. Missiles impacting upon a body — human or animal — at that velocity, missiles weighing perhaps three or more ounces on the average, would be deadly indeed. It would require spaced armor, either shield or body armor which did not touch the body, to effectively negate the effect of such missiles.

Now ancient armor was basically very good. It ranged from padded cloth, including stiffened cloth, through scale mail and chain mail, to plate armor. All but the last named were probably as fine as any used in the Middle Ages. The individual pieces of plate were also quite probably as good as much medieval plate, considering that bronze can be tempered to as high a tensile strength as steel. However, the art of forming suits of plate was not developed in the ancient period, so in this respect protection was decidedly inferior.

With great practice the slinger could achieve respectable accuracy — perhaps as excellent as that performed by a well-trained bowman. So on the counts of range and effectiveness the sling was at least the equal to the ancient bow (and just as equal to the medieval bow too), but it was somewhat slower in its rate of fire. Perhaps the telling factor regarding the sling was usage. While it was known by most peoples, few really specialized in its use. Because, like the bow, it required constant training and practice to use effectively, certain peoples constantly supplied most of the slingers to ancient armies — notably the Rhodians and Balaerics. As so many more peoples used the bow, it is natural that the latter would be more commonly found. Also, while it is possible to train troops to the use of the bow so as to make them at least passable archers within a reasonable period of time, the sling (as do the longbow and composite horsebow) requires familiarity and training from youth. Perhaps the disadvantages of slower rate of fire, fewer users, and long training for accuracy eventually caused the sling to be completely displaced by the bow in the Middle Ages, but it certainly wasn't due to that weapon's ineffectiveness against the armor of that period. Had slingers been available during the medieval period their ability to employ the shield, their ability to function in wet weather, and the relative ease of procuring or manufacturing missiles (as opposed to arrows or quarrels) would have made them popular contingents until plate armor came into fashion again in the Fourteenth Century. It is worth noting that the Spaniards who encountered the sling in America found this Incan weapon but little inferior to their own arquebuses, that it could hurl a missile which would kill a horse with a single blow, and these slung stones could shatter a sword at 30 yards.

Missile weapons, then, were not inferior in ancient times any more than armor was. Why is it then that the hordes of Asiatic bowmen did not sweep over their European enemies? As stated, armor was a factor, but another important facet was that the majority of the bows in common use were not as powerful as the best weapons made during the same period. A composite bow takes a very long time to make if it is done properly. Then again, the arrow shot from the bow is a factor, for it must be of the proper size and weight to gain the optimum range and velocity, and it must be properly tipped to penetrate heavy armor. It is likely that the use of armor-piercing tips was not common amongst Asiatic archers as most of their opponents were not as heavily armored as their European enemies were. Certainly the piercing head was known in ancient times, but the question of how widely it was known is paramount.

Consult CLASSIC WARFARE for a general bibliography.



Thief Bonuses for Dexterity

by David Klempa

Dexterity Score	Open locks/ Remove traps	Climb Sheer Walls (base 13% falling)	Pickpocket Move Silent Hide in Shadow
3-4	-10%	+12%	- 5%
5-6	- 5%	+ 6%	normal
7-9	normal	normal	normal
10-12	normal	normal	normal
13-15	+10%	- 1%	normal
16	+10%	- 1%	+ 5%
17	+15%	- 2%	+10%
18*	+20%	- 3%	+15%

Extraordinary (Roll if natural 18)

% Roll			
01-50	+20%	- 3%	+15%
51-75	+25%	- 4%	+15%
76-90	+25%	- 4%	+20%
91-99	+25%	- 4%	+25%
00	+30%	- 5%	+30%

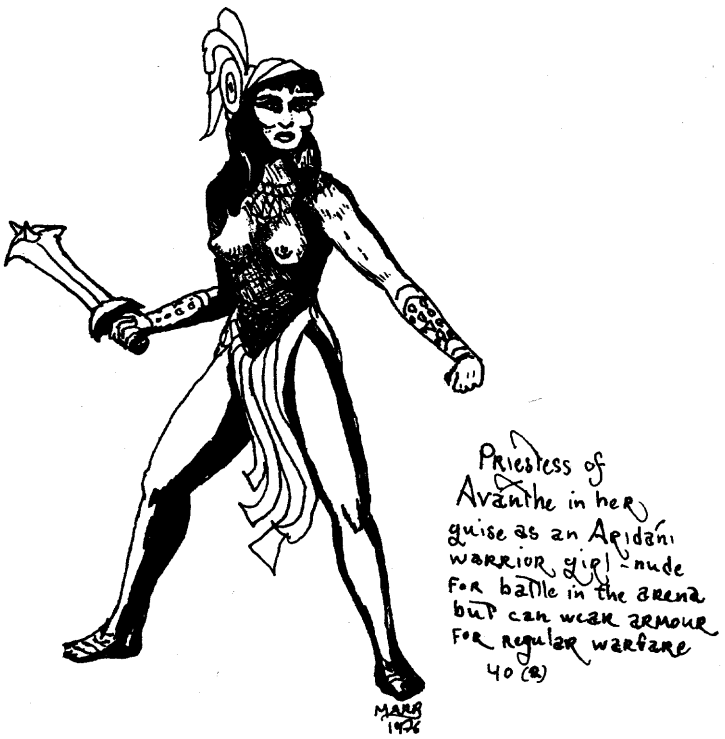
TO THE EVERLASTING GLORY OF THE PETAL THRONE

Introduction and Translation by M.A.R. Barker

A number of players and referees of the Empire of the Petal Throne have requested further information and news of happenings within the Glorious Empire. It would be impractical to try to supply this information piecemeal to each person individually, but a brief series of extracts from Imperial dispatches to the Emperor in Avanthar may serve. There are no newspapers or other public media in the Empire, and those priests and nobles who would be informed must hire scribes to copy the public portions of the reports sent sent in to Avanthar by the Four Palaces, by certain temples, and by the Omnipotent Azure Legion. These documents are gathered together at the end of each month and made into another volume of the "Korunkoi hiGardasisayal Koluman hiTirikeludalidalisa" (the Book of Mighty Imperial Deeds of the Great and Glorious Petal Throne). Inscribed upon leaves of gold, this book is kept in the Hall of Blue Illumination in the Chancery at Avanthar, where those who are interested may see it upon application to the Provost, Lord Chaymira hiSsanmirin. Not all items would be of interest to those just learning about Tsolyanu, of course, since the Book contains tax reports, priestly enumerations, trade statements, and a thousand other types of administrative information, all neatly collated and indexed by the Lord Provost's myriad slaves. What follows, thus, is but a culling of individual news items from here and there. Naturally, much of this information is from the public records, but a little has been obtained from the "Inner Book," which is secret and which is submitted to the Petal Throne for the Emperor's own scrutiny.

Each item begins with a complex formula of praise and respect for the Emperor which need not be repeated here. Readers with more delicate sensibilities will forgive this absence of proper protocol.

" . . .Know ye, O Perfumer of the Nostrils of the Gods, that an intelligence has come from your city of Urmish of most curious nature: to wit, one Priest of Ketengku has discovered an anomaly upon the maps of the Empire. To the east of Urmish [hex 3213: Translator] certain maps display a Sakbe Road leading south; our maps and those of the Omnipotent Azure Legion show no such thoroughfare. Thus, this priest did travel thence. He reports that after journeying several Tsan, a feeling of malaise came upon him and his party; the countryside seemed to darken, although the sun shone; and the fields near unto the Road appeared sere and barren of life. This Priest became affrighted and turned back; hence he has made report and seeks permission to form an expedition to go thither with soldiers and priests of greater powers. Whatsoever the Glorious Will decrees . . ." [Following this passage is the glyph for "taken under advisement": Translator.]



". . . Know ye, O Omnipotent Eye Which Sees the World, that your excellent son, Lord Eselne, has travelled to Chene Ho to visit his patron, Lord Kettukal. What this bodes is not yet apparent, for the latter continues to prostrate himself before the Petal Throne and declare his loyalty. Lord Eselne's party was beset with Serudla near Atkolel Heights, but Hnalla smiled upon his fortunes, and he escaped harm, slaying three beasts. Such an incursion of these creatures upon the Sakbe Road is almost unheard of; troops were sent but found nothing amiss. Lord Eselne and Lord Kettukal continue to meet in apparent openness and loyalty, but they are watched closely. The affair is further muddied by the capture of a Mu'ugalavyani officer near Chene Ho; this person slew himself before he could be put to the question, and some device was used which prevented our priests from revivifying his body. Whether or not these occurrences are connected is as yet known only to the Gods. . . What action may be contemplated?" [There follows a glyph denoting "observe and report": Translator.]

" . . . Know ye, O Tree of Life Whose Branches Overshadow the Universe, that matters continue to worsen between the Priests of Good and the Priests of Evil. Aside from that matter in Penom (passage deleted and replaced by the glyph "inserted into the Inner Book only": Translator], there are reports from several cities. From the slums and stews of Purdimal there are reports of a reviving worship of the ancient and detestable Goddess of the Pale Bone, who antedates the Ten Gods and the Ten Cohorts; efforts made to stamp out her pernicious practices meet opposition from some of the half-human descendants of that race which dwelt there aforetimes. From Fasiltum come intelligences that priests of the two alignments have clashed in the streets, with some heads broken. From Thraya comes the news that young hotheads in the Temple of Chegarra attempted to raise the standards of a holy war to destroy all evil temples. As is known, only through maintaining the balance can the Empire prosper, and there are those on many sides who would tip it one way or the other. Should a holy war break out, the Yan Koryani would not be slow to seize the advantage. O our Lord, we pray for guidance!" [A series of glyphs follows which denote "make pretexts and seize those who lead these 'hotheads'; make examples of them but with great discretion, that more may not arise; reward those who seek balance": Translator.]

" . . . Know ye, O Sword of Immutable Power, that a party of Yan Koryani did come south to make ritual battle [the "Qadarni," a form of highly ritualised and formalised battle between a selected force of invaders and a local army of equal size: Translator], and this was from the Legion of Foreign Persons, a favourite of the accursed Baron of Yan Kor. The forces of Your Effulgence gained the victory, losing only a handful of men, while the enemy suffered complete and total defeat. Death rode white and triumphant upon the spears of your forces, O Lord! The leader of your army was that selfsame young administrator of the principality of Ferinara, accompanied by other foreigners lately become citizens. This shows the glorious wisdom of your divine policy of not slaying foreigners but permitting them to serve the Imperium! The Baron no doubt burns with grief for his lost legions, O Lord." [This is followed by a glyph denoting "reward the victor and observe well": Translator.]

" . . . Know ye, O Ever-present Spirit of the Green Jade Door, that your Priests of Vimuhla in Jakalla report that one of their number did penetrate to an unexplored area of the labyrinth beneath that city, where he did come upon a device which appeared like an egg of some size, having an aperture in its side. Entering, he engaged certain magics which caused this device to act: it hurled itself into a tunnel of endless length which then debouched upon scenes never visited by the Tsolyani. A city of red roofs which lay beside a sparkling sea, inhabited by strange monsters not known to our scholars: for example, a great creature like unto two huge wheels with a central axis from which depended horrid tentacles. This being did hurtle about upon its wheels, if these were in truth wheels, and seize with its tentacles all whom it could come upon. Your priest stayed not long in that city, O Lord, but again made the egg-device perform its magic. Then did he pass into a palce where many incomprehensible devices of the ancients lay asleep. After brave adventuring, he managed to place one of these devices in an Eye of Retaining All Things and escape. This great device he subsequently placed in a hall in the Temple of Vimuhla in Jakalla. It has wheels and is made of metal. If it is awakened, it extrudes powerful arms of metal which seize things placed within its reach. It might thus function as a machine of war, but it moves but slowly and has no weapons outside of its ability to seize objects of some weight. This priest did also report upon other glimpses of strange places seen beneath the world. A complete report will be forwarded in the Inner Book." [The glyph "make further observations" follows: Translator.]

" . . . Know ye, O Fount of Might and Victory, that a small Qadarni force did appear before Khirgar and seek battle. This was led by one of the henchmen of the Baron of Yan Kor. Your forces were led by Lord Srikolun of Khirgar, and it is our shame to report that he was defeated by the Yan Koryani, who then took prisoners and booty and returned to their land. Morale at Khirgar has suffered, and Lord Serqu, Sword of the Empire, has been sent thither. What commands are vouchsafed?" [There follows a series of glyphs denoting "send Lord Srikolun to the impaler if he is found; send a Cohort of Lord Serqu's Legion to challenge the Yan Koryani in Qadarni battle": Translator.]

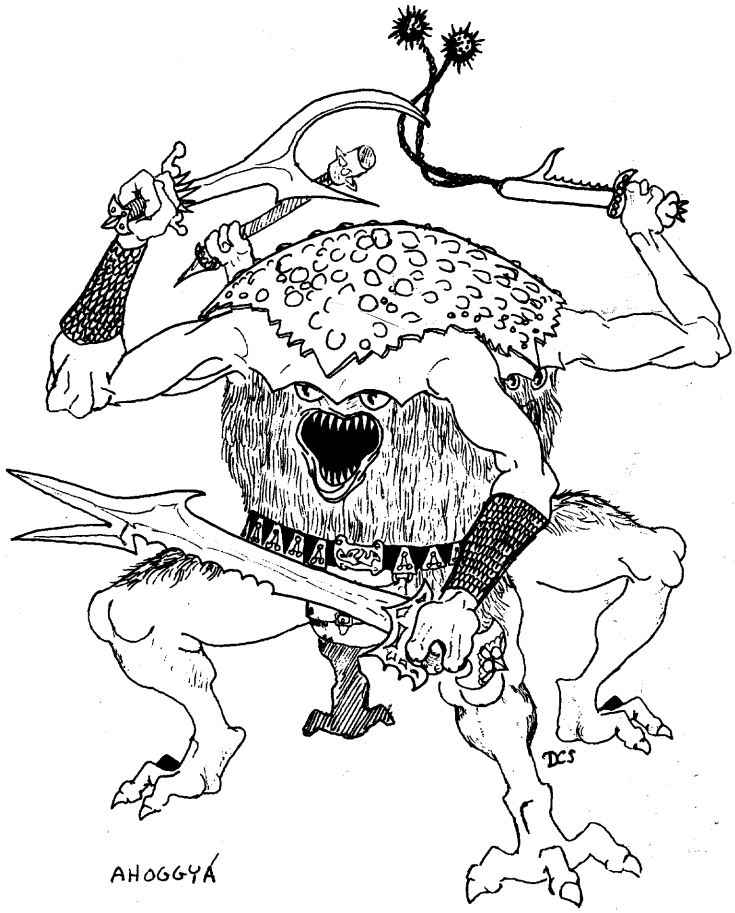
" . . . Know ye, O Companion of the Ever-Splendid Gods, that the Governor of Jakalla still chafes under mild house arrest. His interest in the Royalist Party is unabated, and his clan places strong pressure upon him to defy your ban upon his movements — and also pressure is being placed upon your divine administration to lift this ban. Either he must be accused and brought to book for his peculations, or else he must be released. A list of his iniquities has been prepared, but these are in no wise more damning than those of other governors. His clan would take immediate action, were he to be seized or executed. The Royalist Party seeks just such a pretext, and certain men of the Imperialist Party await the opportunity to repress the Royalists with similar anticipation. The situation deteriorates day by day. What is commanded by the Divine Presence?" [This is followed by a series of glyphs taken from the Inner Book and not appearing in public copies (indeed, none of this is found in any source open to persons of less than Noble rank!): "release the Lord Chiringga; promote him to command of the ancient Legion of Mighty Jakalla, which has lain inactive for centuries, and give him funds to provide troops; then send this Legion to the border at Khirgar, where it is hoped the Yan Koryani will care for him . . .": Translator.]

" . . . Know ye, O Foundation of Supernal Magnificence, that our intelligencers in Mu'ugalavya have reported upon the discovery of a mighty labyrinth beneath the city of Chochi. The first exploits of several parties have been reported to Ssa'atis, and discoveries include a crystal tomb chamber which appears to shift between planes and which cannot be approached save with powerful magics. There are also catacombs of old, with the bodies of ancient priests buried in great panoply. The most intrepid party reached a level which contained the spoor of the dreaded Ssu, and there they found a river which rushed away into blackness. An inscription in Llyani spoke of this leading downwards to the Halls of Tenebrous Visitations and to a city older than time, inhabited by a principle so inimical to all life that the word "evil" cannot encompass the concept. The explorers fled upon the approach of a great snuffing beastly thing, the like of which has not been seen aforetimes. The place is rich in treasure and in items of usage, but it dangers are greater than any labyrinth thus explored within your Empire. What guidance is given?" [This is followed by glyphs denoting "investigate and act as deemed beneficial" and "observe and report": Translator.]

" . . . Know ye, O Sceptre of Might Over All, subsequent persons have made further investigation of the strange egg-devices, and their reports differ widely. The area is infested with the deadly Ssu, however, who utilise these machines, no doubt, to travel to and from their baneful places. Indeed, reports state that another sub-species of Ssu has been sighted: the Black Ssu, who are taller, thinner, and more powerful than their cursed grey cousins with whom we are familiar. There are whispers that they may have one of the Ten Keys to the Gates which Imprison Sleeping Ksarul, the Doomed Prince of the Blue Room . . . [passage deleted and replaced with the glyph "inserted into the Inner Book only": Translator]. Some of these persons report that further storehouses of machines lie hidden in these tunnels reached only by the egg-device. This is of great import, should any of these machines be those of war." [Further deleted passages are followed by the glyph for "utmost action": Translator.]

" . . . Know ye, O Shield of Impenetrable Defense of the Empire, that an assassination attempt was made upon the Princess Ma'in, your excellently beauteous daughter, which was thwarted by her half-brother, Prince Rereshqala, a Priest of Dlamelish, and certain others. There is rumour that the hand of the contemptible slave of the Baron of Yan Kor, the yellow being who calls himself a Mihalli, the wretched Fu Hsi, had a hand in this. As is known, the Mihalli were one of the mighty races of old, a species like unto Man, yet not Men, as we judge from their few surviving books and pictures upon the walls of certain places in the most ancient Underworlds. These yellowish beings, with many-jointed limbs and smooth hairless heads, having eyes like faceted red jewels and mouths like small bunches of polyps — no one of our people has lived to say whether the Baron's servant, Fu Hsi, is one of these or but a man. Nevertheless, his spy network penetrates the Empire, and it was assuredly his men who attempted the life of your Effulgence's daughter. The lady has now taken up with this Priest of Dlamelish, while her brother dallies with this Priest's friend, a Priestess of Dlamelish. This is strange, since the Princess Ma'in was ever devoted to the service of the Good Goddess, Avanthe. Guidance is prayed." [This is followed by a series of glyphs signifying "determine if magic has been employed upon Princess Ma'in; if so, seize this Priest and Priestess of Dlamelish and bring them unto Avanthar at once; intensify efforts to root out this Fu Hsi, sending men into Yan Kor as needed!" Translator.]

" . . . Know ye, O Warrior of the Worlds, that the devious Fu Hsi has been sighted again in Ferinara — or at least a being identified as of his race, hidden under a shape-changing spell. The Baron apparently regrets the loss of his Qadarni invasion force and would fain have revenge upon the young foreigner who dealt him the blow. Traces of the drug Zu'ur were also reported there." [This is followed by the glyph "observe and report": Translator.]



" . . . Know ye, O Zephyr of Divine Victory, that a report of strange nature comes from your city of Penom: to wit, one Priest of Dlamelish did meet with the Governor of Penom and some of the latter's colleagues at a celebration. This priest stated that he was then drugged and awoke in a chamber beneath the palace, where he shortly found a stairway leading down to a vast underground river. Upon that river was a barge containing a mighty and terrible Hlyss! My Lord, this being came to slay your priest but was at length defeated, whereupon your priest discovered several chests of Zu'ur, the deadly narcotic which has begun to plague your Empire. This greenish powder has been found in almost every city of the land, and once inhaled it deadens the senses and destroys the will with infallible surety. If indeed this narcotic is being brought into the Empire from or by the Hlyss, it is a matter of urgency indeed! The priest then set out upon the barge and after some adventures came out upon the seacoast, where he claims to have seen a mighty ship of the Hlyss hidden in a cove. He would surely have perished, had not a company of the city troops come upon him. Shortly thereafter he requested transfer to the district near unto Fasiltum, where he now serves the local administrator of District Ferinara [hexes 3422 and 3423: Translator]. Action upon this event is earnestly prayed." [This passage is followed by the glyph for "investigate and act as deemed beneficial": Translator]

D&D IS ONLY AS GOOD AS THE DM

by Gary Gygax

Successful play of *D & D* is a blend of desire, skill and luck. Desire is often initiated by actually participating in a game. It is absolutely a reflection of the referee's ability to maintain an interesting and challenging game. Skill is a blend of knowledge of the rules and game background as applied to the particular game circumstances favored by the referee. Memory or recall is often a skill function. Luck is the least important of the three, but it is a factor in successful play nonetheless. Using the above criteria it would seem that players who have attained a score or more of levels in their respective campaigns are successful indeed. This is generally quite untrue. Usually such meteoric rise simply reflects an incompetent Dungeonmaster.

While adventurers in a *D & D* campaign must grade their play to their referee, it is also incumbent upon the Dungeonmaster to suit his campaign to the participants. This interaction is absolutely necessary if the campaign is to continue to be of interest to all parties. It is often a temptation to the referee to turn his dungeons into a veritable gift shoppe of magical goodies, ripe for plucking by his players. Similarly, by a bit of fudging, outdoor expeditions become trips to the welfare department for heaps of loot. Monsters exist for the slaying of the adventurers — whether of the sort who "guard" treasure, or of the wandering variety. Experience points are heaped upon the undeserving heads of players, levels accumulate like dead leaves in autumn, and if players with standings in the 20's, 30's and 40's of levels do not become bored, they typically become filled with an entirely false sense of accomplishment, they are puffed up with hubris. As they have not really earned their standings, and their actual ability has no reflection on their campaign level, they are easily deflated (killed) in a game which demands competence in proportionate measure to players' levels.

It is, therefore, time that referees reconsider their judging. First, is magic actually quite scarce in your dungeons? It should be! Likewise, treasures should be proportionate both to the levels of the dungeon and the monsters guarding them. Second, absolute disinterest ***must*** be exercised by the Dungeonmaster, and if a favorite player stupidly puts himself into a situation where he is about to be killed, let the dice tell the story and KILL him. This is not to say that you should never temper chance with a bit of "Divine Intervention," but helping players should be a rare act on the referee's part, and the action should only be taken when fate seems to have unjustly condemned an otherwise good player, and then not in every circumstance should the referee intervene. Third, create personas for the inhabitants of your dungeon — if they are intelligent they would act cleverly to preserve themselves and slay intruding expeditions out to do them in and steal their treasures. The same is true for wandering monsters. Fourth, there should be some high-level, very tricky and clever chaps in the nearest inhabitation to the dungeon, folks who skin adventures out of their wealth just as prospectors were generally fleeced for their gold in the Old West. When the campaign turkies flock to town trying to buy magical weapons, potions, scrolls, various other items of magical nature, get a chum turned back to flesh, have a corpse resurrected, or whatever, make them pay through their proverbial noses. For example, what would a player charge for like items or services? Find out, add a good bit, and that is the cost you as referee will make your personas charge. This will certainly be entertaining to you, and laying little traps in addition will keep the players on their collective toes. After all,

Dungeonmasters are entitled to a little fun too! Another point to remember is that you should keep a strict account of time. The wizard who spends six months writing scrolls and enchanting items is OUT of the campaign for six months, he cannot play during these six game months, and if the time system is anywhere reflective of the proper scale that means a period of actual time in the neighborhood of three months. That will pretty well eliminate all that sort of foolishness. Ingredients for scroll writing and potion making should also be stipulated (we will treat this in an upcoming issue of **SR** or in a *D & D* supplement as it should be dealt with at length) so that it is no easy task to prepare scrolls or duplicate potions.

When players no longer have reams of goodies at their fingertips they must use **their** abilities instead, and as you will have made your dungeons and wildernesses far more difficult and demanding, it will require considerable skill, imagination, and intellectual exercise to actually gain from the course of an adventure. Furthermore, when magic is rare it is valuable, and only if it is scarce will there be real interest in seeking it. When it is difficult to survive, a long process to gain levels, when there are many desired items of magical nature to seek for, then a campaign is interesting and challenging. Think about how much fun it is to have something handed to you on a silver platter — nice once in a while but unappreciated when it becomes common occurrence. This analogy applies to experience and treasure in the *D & D* campaign.

It requires no careful study to determine that *D & D* is aimed at progression which is geared to the approach noted above. There are no monsters to challenge the capabilities of 30th level lords, 40th level patriarchs, and so on. Now I know of the games played at CalTech where the rules have been expanded and changed to reflect incredibly high levels, comic book characters and spells, and so on. Okay. Different strokes for different folks, but that is not *D & D.* While *D & D* is pretty flexible, that sort of thing stretches it too far, and the boys out there are playing something entirely different — perhaps their own name "Dungeons & Beavers," tells it best. It is reasonable to calculate that if a fair player takes part in 50 to 75 games in the course of a year he should acquire sufficient experience points to make him about 9th to 11th level, assuming that he manages to survive all that play. The acquisition of successively higher levels will be proportionate to enhanced power and the number of experience points necessary to attain them, so another year of play will by no means mean a doubling of levels but rather the addition of perhaps two or three levels. Using this gauge, it should take four or five years to ***see*** 20th level. As *BLACKMOOR* is the only campaign with a life of five years, and *GREYHAWK* with a life of four is the second longest running campaign, the most able adventurers should not yet have attained 20th level except in the two named campaigns. To my certain knowledge no player in either *BLACKMOOR* or *GREYHAWK* has risen above 14th level.

By requiring players to work for experience, to ***earn*** their treasure, means that the opportunity to retain interest will remain. It will also mean that the rules will fit the existing situation, a dragon, balrog, or whatever will be a fearsome challenge rather than a pushover. It is still up to the Dungeonmaster to make the campaign really interesting to his players by adding imaginative touches, through exertion to develop background and detailed data regarding the campaign, and to make certain that there is always something new and exciting to learn about or acquire. It will, however, be an easier task. So if a 33rd level wizard reflects a poorly managed campaign, a continuing mortality rate of 50% per expedition generally reflects over-reaction and likewise a poorly managed campaign. It is unreasonable to place three blue dragons on the first dungeon level, just as unreasonable as it is to allow a 10th level fighter to rampage through the upper levels of a dungeon rousting kobolds and giant rats to gain easy loot and experience. When you tighten up your refereeing be careful not to go too far the other way.

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